



Role-Playing Game System

Version 1.00

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100% Fantasy

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Welcome to game system that is the first of its kind. *100% Fantasy* is a game that you can enjoy with friends, without all of the formulae, complications and memorization needed by typical role-playing games. In this RPG (Role-Playing Game), a **Game Designer** or **GD** for short, hosts adventures that take place within his or her imagined setting. It is the **Game Designer's** first responsibility to interact with the other **Game Players** or **GPs** for short at the table—the players that take on the role of Characters composed of a few cards: one Character Card, one Heritage Card, a Defense Card, a Language and Reputation Card, several Weapon Cards and usually a stack of Items Cards that have been instilled with magical powers.

For an ideal play-experience, there are four to eight **Game Players** with a single **Game Designer** running the show. When there are more than eight **Game Players**, it may be advantageous for the **Game Designer** to have an assistant helper to be privy of the **Game Designer's** story and plots. The assistant often takes on the role of an antagonist (such as a monster or foe) by acting out the part to enhance the game. Since the **GD** has minimal downtime during an active game, the assistant can be useful to allow the **Game Designer** more time to make on-the-fly adjustments to the game when needed.

The **Game Designer** first prepares each adventure by coming up with various plot-ideas, and crafts interactive situations that may turn the story from emotional reactions to engaging battles and strategic puzzles. Just like a real storybook, the game wisps **Game Players** into the universe created by the **Game Designer**. All **Character Cards** exposes all ways that **Game Player** can interact with that particular Character (either played by a **Game Designer** or the **Game Players**).

Forward by the Author

After designing and writing a dozen different role-playing games, I am continuously learning what makes a solid system and what is overly complex, problematic to understand and cumbersome to use during adventure sessions. Some of my first gaming systems including SORD (The System of Role-Development) and MOTES (Manual of the Eternal Sages) were noble efforts, but utterly complex due to an over-focus on the desire to simulate realism within formulae.

Now with 25 years of writing experience behind me, I have come to the conclusion that gamers wish to play from a rulebook that is easily adaptable to their campaign adventures, is simplistic enough to learn that it is not a time-sink, realistic enough for life-situations simulations, and innovative in concept to build memorable games for years to come. Moreover, gamers want a core toolbox that can be used and expanded upon to fit their gaming needs.

So here I am in 2009. I have decided to compile the desired fantasy elements into a single gaming engine that makes it possible for non-RPGers to understand how to play the game while appeasing the hard-core RPG crowd in its depth that it offers and its ability to adapt to any fantasy world. As a resource, I have made this gaming system free to all, as it has been my hobby ([donations](#) are always accepted).

My viewpoint has changed in recent years when it comes to game engines. I have thrown out the idea there is a "Game Master." At heart, we are all "Game Designers" and have solid ideas. This core philosophy has changed my approach in designing *100% Fantasy*. By providing a guideline of rules and the elements desired by fantasy-setting enthusiasts, this system is easily adaptable into other systems. Compartmentalized sections of rules hereafter be used directly used or added to another engine so that you can tailor-make and customize the way you want to conduct your role-playing sessions.

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Overview of 100% Fantasy

Let's get to it! Characters are created by **Game Players**. Characters are role-played inside of the **Game Designer's** setting adventures. Every Character is made of Four Traits: **Body**, **Mind**, **Sense**, and **Spirit**.

The Four Traits

These **Traits** have a maximum value of +200, though +100 is quite rare as well. The Four Traits are calculated as baseline value for each category known as the **Maximum score**. From the four **Maximum** scores, the **Current Body**, **Current Mind**, **Current Sense**, and **Current Spirit** number are known. The **Current** values define a threshold that can be sustained before dying. Upon falling to zero in any **Current Trait**, special rules apply. Upon falling to zero in **Current Spirit**, a Character dies.

Game Players are able to spend Rewards on the **Maximum Traits** so they can grow in value. But as a **Maximum Trait** value increases, so does the number of **Rewards** needed to raise the score. Many of the most weathered and experienced Characters rarely surpass a value of +100 in a single **Maximum Trait** value unless highly specialized in one **Trait** due to the Heritage Type and/or the **Game Player's** focus.

Maximum Trait Starting Values

Each **Trait** has 'core' starting value based on the Character's selected Heritage Type (chosen by the **Game Player**) and other conditions:

1. The Heritage Type's Core Starting Value
2. Gender: Choosing to be a Male or Female
3. Height and Weight of the Character
4. The Birth Season of the Character
5. Rewards spent on a specific **Trait**

Heritage

At Character creation, the **Game Player** chooses 1 of 26 Heritage types. A Heritage provides starting values for the **Maximum Body**, **Mind**, **Sense** and **Spirit Traits**.

Gender

In *100% Fantasy*, women normally have a stronger spiritual force than men (on average), while men have a stronger physical prowess than women (on average). Often times, a male or female of a Heritage Type could have better senses or mental faculties as well. Moreover, a Character earns a bonus to specific **Traits** for being female or male depending on each Heritage Type.

Height and Weight

For every foot in height, a Character gains a permanent +1 to the **Maximum Body Trait** for a longer stride. Every 100 pounds also gives a +1 bonus to the **Body Trait**, due to a greater body mass.

Birth Season

Measured as a Day of a Season. There are no concepts of 'months' in the game, only Seasons. Individuals do not have birthdays; instead, everyone celebrates on the same day at the beginning of each new season, and each person tells on what day in the Time of the Season he or she was born, such as **43rd** (the 43rd Day of the Season of Twilight). After every 60 days, a new season emerges based on a new moon. Each day has a 25-hour cycle, and has a variable amount of daylight depending on how far away a person travels from the equator.

The **Game Player** chooses the desired season as well as the specific Birthday; depending on the season chosen, a Character gains an initial bonus to the **Maximum Mind**, **Body**, **Sense** and **Spirit** combinations:

Time of Season	Birth Bonus
Time of Twilight	+3 Mind & +3 Sense
Time of Spring	+3 Mind & +3 Body
Time of Summer	+3 Body & +3 Sense
Time of Autumn	+3 Body & +3 Spirit
Time of Dusk	+3 Spirit & +3 Sense
Time of Winter	+3 Spirit & +3 Mind

Spending Rewards

Rewards are awarded to a Character after accomplishments. Rewards can be spent on the **Maximum Trait** values to increase them, or on acquiring professional **Trades** for additional skills and knowledge.

Rewards

When a Character has endured a series of challenges and lived enough to gain meaningful experiences, Rewards are earned and distributed from the **Game Designer**, so they can be spent on the Four **Maximum Traits** or any **Trade** by a **Game Player**. Rewards are earned based on challenges, average difficulty of combat scenarios, good teamwork among the group, and special accomplishments. A special formula determines a 'number of Rewards' that are able to increase any **Maximum Trait** by +1.

Earning and Spending Rewards

Typically, a Character earns at least +20 to +30 Rewards for a typical game session (for about 3-4 hours of solid play) with normal encounters, activities and role-playing circumstances. Rewards are usually given at the end of a gaming session, though if the **Game Designer's** storyline within the adventure has a passage of time, Rewards may be spent by the **Game Players**. A **Game Player** is assured +10 Rewards for showing up to the game and another +10 (or more) Rewards for role-playing out a Character in the game. Additional Rewards are given for unique and unforeseen situations, resolving conflicts, engaging in battles and so forth. In successful gaming sessions, a **Game Designer** is also encouraged to give a Character a few extra Rewards for exceptional strategy, role-playing advantage, and so forth. In a typical day's work, each Character typically earns about +25 Rewards, but in highly memorable games or ones that are longer in length, Characters might earn double or triple that amount based on calculations.

Gaining New Trades

Once earned, Rewards can be saved up or spent when desired on **Traits** or **Trades**. Each Trade costs 1000 Rewards; a Trade gives the advantage of gaining new and unique skills. However, Trades are not always available to a Character; more often than not, a Character that desires a specific training must seek it out, find a teacher willing to train the ways of that Trade, spend ample time in learning the Trade and make the necessary sacrifices such as reputation and wealth. A Character must also be able to acquire the Trade mentally by the use of the [MIND: Trade Knowledge Ability](#).

Increasing Maximum Traits

When increasing a **Maximum Trait** to a higher value, a number of Rewards are needed to increase a **Trait** score. The formula needed to increase a **Maximum Trait** by +1 is a number Reward points equal to: the **Maximum Trait** number +1. *Let's assume a Character has a **Maximum Body** score of +36 at the moment. If the **Game Player** wishes to increase the **Maximum Body** from the score of +36 to +37, the **Game Player** would just need to invest (36+1) 37 Rewards. When a **Game Player** wants to increase the **Maximum Body** to a score to 40 from 36, a total of (37+38+39+40) 154 Rewards are needed.*

Dice



This game exclusively uses ten-sided dice, called d10, for percentages or raw number values. Although it was tempting to add other polyhedron dice, *100% Fantasy* usually calculates numbers in terms of percentages for simplicity, but with an added twist called the **Rule of Ten** (see below). When multiple dice of the same type are used, the dice-sum is referred to as **Xd10** where 'X' is a number of dice used. *For example, if a Game Player rolls 4d10, this means rolling a ten-sided die four times (or four, ten-sided dice at once).* Though in most cases, a percentage is used and noted as **base %d10**. This means that the **Game Player** must first call out which dice is the front percentage and which is the back before the two dice are tossed together. When a '10' is rolled on 'percentage dice' (%d10), the 10 is always a '0'. *For example, rolling a 0 on the first %d10 and then a 6 on the last %d10 would be a percentage of just 06%.*

The Rule of Ten with Xd10

When a natural 10 is rolled on a 10-sided die that is **not** the %d10 Percentage Dice, another 1d10 can be rolled and added to the base Percentage (%d10)! As long as a 10 is rolled, the process can continue indefinitely by having percentages add to the base number %. Once a 10 is **not** rolled, the value is added for a final time and the process stops.

Let's use an Attack Roll as an example using a Battle Axe. The Player rolls a base %d10 with a bonus 1d10% for the Battle Axe. The %d10 is rolled. A '7' is rolled for the first die and a '10' for the second die for a 70% (the 10 on the second die is a '0' because it's part of the percentage roll). Now that the base %d10 has been rolled, a bonus 1d10% is rolled because it's a Battle Axe. Let's say a '10' is rolled on the 1d10%. This means that 10% is added to the 70%. But since a natural '10' was rolled, another 1d10% can be rolled again! Now let's say the 1d10 comes up a '4' so the process ends. This would give a total percentage of (70%+10%+4%+) 84% instead of 70%. Note that if either die on the base %d10 comes up '10', the rule of 10 does not apply, since '10' is actually a '0'.

The Core Ruling

100% Fantasy is managed by "The Core Ruling" when the **Game Designer** illustrates any role-played situation. As mentioned before, all Characters are composed of Four Traits: **Body, Mind, Sense** and **Spirit**. The **Traits** are frequently called upon to make a Core Ruling roll using percentile dice and one **Trait**. In all cases, a Character's **Current Body, Mind, Sense** or **Spirit** is added to the base %d10 roll. As time passes, the Character's **Current Trait** values increase with Rewards, which edges up the percentage chance to do things.

The Core Ruling in Practice

When a conflict arises, a *Trait Core Ruling* is needed. A Ruling Level is first determined by the **Game Designer** as to how difficult the task is. A Ruling Level is used by the **Game Designer** as a gauge when a Character attempts a task or action. A Character's **Current Trait value** plus the base %d10 is used as the percentage needed against the Ruling Level. The act of trying to succeed against the Ruling Level is called a "Ruling Level Roll". In cases when there is a bonus Xd10 also added to a Core Ruling, the "Rule of Ten" applies if a 10 appears on any Xd10. In all, there are 10 Ruling Levels when comparing an action against a *Trait Core Ruling*. Each Ruling Level defines the difficulty of the task at hand or action needed:

RL#	Ruling Level	Success Result
1	Trivial	20% or higher
2	Ordinary	40% or higher
3	Involved	60% or higher
4	Troublesome	80% or higher
5	Problematic	100% or higher
6	Difficult	120% or higher
7	Complex	140% or higher
8	Extreme	160% or higher
9	Outrageous	180% or higher
10	Nonsensical	200% or higher

Ruling Level Details

Finding a Ruling Level

In some situations, it can be a subjective call to know how hard it is to complete a task. A **Game Designer** uses past comparisons as a gauge to determine how challenging a task needs to be. Consistency in Ruling Levels is a must; the **GD** takes great effort in calculating Ruling Levels for accuracy. In knowing that the **Trait** scores of starting Characters usually fall between 5 to 50 points (5 to 50%) on average, the **Game Designer** scales Ruling Level tables based on past challenges and tasks for comparative activities.

*For example, if a Character attempts to bend some metal bars, and the **Game Designer** assigns bending the bars as 'Difficult' Ruling Level, it would require the Character to roll 120% or higher for the attempt. Let's assume the Character's Body is 38 points, which would give a 38% base. When rolling the percentile dice (%d10), the Character adds 38% to the roll. As a result, the Character would need to roll an 82% or higher to succeed.*

Ruling Level Comparisons

In some cases, a **Game Designer** may wish to have two sides make a **Ruling Level Comparison** between two or more Characters to know which Character is 'better' than the other. This comparison is often desired when two Characters are at a tug-of-war or similar type of stand-off. *Take note that in uncommon cases, two different Traits are compared.* When making a Ruling Comparison, each Character is asked to roll percentage dice and add the result to a specific **Trait**. The Character with the highest sum gains the advantage in the hypothetical situation.

*For instance, one character attempts to influence another by telling a lie. The **Game Designer** asks the untruthful Character to make a percentage roll and add the **Current Mind** as a % for the amount of influence. The listening Character also makes a percentage roll and adds **Current Mind** to it. If the listening Character's sum is greater than the Character telling the lie, the listening Character perceives is able to perceive the untruth.*

Nature Compass

The Nature Compass of a Character helps to know the common behaviors and reactions to situations. The **Game Player** chooses the best Compass that fits the desired responses.

Benevolent

Extremely selfless, optimistic and blissful in outlook. Radiates joy and integrity against crimes of thievery, murder and other forms of malevolence. Fully trusting but sometimes naïve; upholds a cause and sticks to it.

Good

Friendly, good at heart and has a pleasant nature. Often a role-model of decency. Upholds strong values, but sometimes sees another side for vigilantism against evil. Sticks to a plan or agreement, but could take another side as a last resort.

Impartial

At times, positive or negative disposition depending on the whim of a situation. Does not like to pass judgment unless enough evidence has been gathered. Thinks over a plan or deal, and could take another side with enough information and/or compensation.

Devious

Somewhat selfish, cunning and manipulative. Often unfriendly toward others. Usually turns a blind-eye toward misconduct, a crime or known corruption. No qualms about changing tactics or altering decisions about an agreement.

Malevolent

Extremely selfish, dark-natured, greedy and pessimistic. Does not have a problem with breaking any ethics out of self-gain. Uses any means to accomplish a goal, including corruption and the trusting nature of others.

Certain forces in the game world might cause a Characters to become Malevolent for a period of time or even permanently. In such events, the Character must be given to the **Game Designer**. Also, as time progresses in the course of the game, the **GD** may give a few warnings if certain Character acts are leading down a different path.

Reputation

Reputation is a Character quality that is often difficult to define in many other role-playing systems. In *100% Fantasy*, each Character has a Reputation Card that helps to define how a Character can be known across the lands as word spreads from village to city to castle. Reputation is composed of one or many Ranks. A Rank is a combination of factors that defines a particular aspect of a Character's overall reputation toward the populous.

Unfortunately, reputation is rarely truthful, since it doesn't take much to distort a situation based on opinion, add new information when retelling a past event or when others purposely lie about another for personal gain. As a result, a Character's nature compass directly ties into reputation, since the Benevolent Character would never attempt to tarnish the reputation of other Benevolent or Good Characters, while Devious and Malevolent Characters often go out of their way to manipulate reputation for their own benefit.

Each Reputation is composed of a *Reputation Type*, a *Reputation Locale*, a *Reputation Percentage* and a *Reputation Nature*. A Character can have any number of Reputations, but commonly a Reputation either fades out over time or grows stronger if other actions support that Reputation Type. A Character can also attempt to create his or her reputations by making personal choices.

Reputation Type

This is a one or few-word phrase used together that best describes the Reputation. *For example, Forging Armor, Drinking Alcohol, Fighting (Dragons), Stealing (Gems), Mediating Wars, Running (Long-distances), Gambling, Killing (Elves), Helping the Evil Lord Halgaross, and so forth.*

Reputation Locale

In the **Game Designer's** world, this is the focal place where the particular *Reputation Type* is known to be the strongest. It is often a community of some type like a kingdom, city, town, village, etc. However, reputation patterns might spread in haphazard ways across the lands by word of mouth. As a result, the **GD** may need to change this locale if the political environment changes.

Reputation Percentage

This percentage is added to any Character's **MIND: Reputation Ability** Core Ruling to see if a person has possibly heard of the Character's particular *Reputation Type*. Depending on the Locale, this percentage might be increased or decreased accordingly (typically one Ruling Level higher or lower). Typically, the following table defines how strong a particular Reputation is:

Reputation	Reputation %
Restricted	1% – 20%
Localized	21% – 40%
Common	41% – 60%
Notable	61% – 80%
Widespread	81% – 100%
Far-reaching	101% +

The greater the Reputation Percentage in a particular *Type*, the more information and amount of detail is known. *For example, a Character that has a Widespread Reputation Type of Instilling Earth Gems might also be known for running a sapphire mining operation on the outskirts of town, being a member of a merchant's guild and having given several of his most prized sapphires to the king.*

Reputation Nature

Each *Reputation Type* has its own Nature Compass associated with it. In this way, it can be compared to the Character's own Nature Compass: Benevolent (B), Good (G), Impartial (I), Devious (D) or Malevolent (M). The symbol is denoted on the Reputation Card. *Reputation Nature* can be viewed as a benefit or detriment to the Character, depending on how it matches up. *For instance, a Character with a Benevolent nature that receives a Reputation with a Devious Nature may need to do extra work to remove it.*

Heritage Type Overview

In *100% Fantasy*, **Game Players** have 26 [Heritage](#) choices, but all must be of a bipedal, human-based culture. Humans in *100% Fantasy* are known as the “Firstborne” Heritage Line because all other Heritages one had some type of distant ancestry to Humans. Even though Humans are adaptive in their bloodlines, interbreeding is rarely possible between two different Heritage Types. There are 25 Heritage Types that are possible to role-play, as well as a 26th Crossborne possibility (all described in greater detail later in this manual).

<p>Aviens: A smaller winged people with hawk-like traits</p> <p>Celestians: Spiritual healers often benevolent in nature</p> <p>Centhaurs: Bipedal cousins to Centaurs with two horse legs</p> <p>Crossborne: A rare offspring from two parents different Heritages</p> <p>Drakk: Winged-reptilian nomads that have ritualistic ties to dragons</p> <p>Dwarves: Stocky, bearded people that live under the mountains</p> <p>Elves: A slim, beautiful people that have great magical senses</p> <p>Entborne: A slow-moving tree-like people with wood instead of flesh</p> <p>Fiends: A brutal and magical people often malevolent in nature</p> <p>Firstborne: Humans of the greatest variety that live about anywhere</p> <p>Flameborne: A small people resistant to heat and flame</p> <p>Frostborne: A small, leather-skinned people resistant to ice and cold</p> <p>Gemborne: A roaming people with gem-like skin</p> <p>Giantborne: Extremely tall humans with great strength</p> <p>Gnolls: A clannish people with wolf-like behaviors and features</p> <p>Gnomes: Dwarf-cousin both architecturally and magically inclined</p> <p>Goblins: A cunning, tribal people with a great dislike of sunlight</p> <p>Hobgoblins: Cousins to goblins with hunting and cunning customs</p> <p>Merborne: Ocean-dwelling people with both lungs and gills</p> <p>Minotaurs: Bull-headed people with enormous strength</p> <p>Ogres: Territorial and tribal race of massive strength and stature</p> <p>Orcs: Fierce, barbaric race that desire to keep all lands natural</p> <p>Panthiens: A desert-dwelling people with lion-like distinctions</p> <p>Reptis: Swamp-dwelling reptile people with chameleon features</p> <p>Smallborne: Extremely small humans with courageous charm</p> <p>Ursidiens: An aggressive, beastlike people similar to bears</p>
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Trade Type Overview

Trades represent the 'trained knowledge and abilities' that each Character is capable of using. Initially, each Character begins with one Trade Type of the 26 possible. Additional **Trades** can be acquired by spending 1000 Rewards for each new one added. The Eight Sage **Trades** are the only type that opens up the ability to instill magic into gems and trigger a specific Source magic. The Guide **Trade** is the only one that can be bought additional times over to gain additional knowledge about a specific territory.

Artist: Highly adept at drawing, painting and designing artwork
Brute: Specialized in grappling and giving damage
Gamekeeper: Knowledgeable with creatures and how to hunt them
Gemcutter: Able to create Quadragons for instilling magic into them
Guide: Wise traveler of a territory able to track, forage and hunt.
Guildblade: Secret official with allegiance to one of many guilds
Harvester: Expert farmer with knowledge of soil and seasons
Herbalist: Plant knowledge of how to create concoctions from them
Hired Hand: Skilled and strong worker able to carry heavy loads
Historian: Knowledgeable about past events and the art of war
Medium: Seeker and interpreter of Spirit Guides and the soul
Merchant: Savvy buyer, seller and appraiser desiring fortunes
Sage of the One Body: Trained in Body Source magic
Sage of the Great Earth: Trained in Earth Source magic
Sage of the Scorching Flame: Trained in Fire Source magic
Sage of the True Mind: Trained in Mind Source magic
Sage of the Many Senses: Trained in Sense Source magic
Sage of the Lasting Spirit: Trained in Spirit Source magic
Sage of the Flowing Water: Trained in Water Source magic
Sage of the Wandering Wind: Trained in Wind Source magic
Scribe: Diplomatic orator, writer, linguist and translator
Smith: Maker of weapons, armor and items from metal materials
Soldier: Battle-experienced combatant with arms and armor smarts
Tailor: Maker of clothing of materials from cloth, leather and fur
Worshiper: In tune with deities and the whereabouts of Sages
Wright: Adaptable worker able to complete any common task

Attack and Defense Overview

A Character's Total Defense percentage acts as the core ability to evade or parry, so that an incoming, physical attack cannot cause any damage to the Character. The Total Defense of a specific "Hit Region" (Head, Body or Limbs) is directly compared to an attacker's Total Attack % roll (whether Melee or Ranged) to see if a physical attack strikes a Character.

A Character's 'Natural Defense' value of a Character's Heritage, the BODY: Toughness Defense Ability, the MIND: Calculated Defense Ability, and the SENSE: Avoidance Defense Ability, are all added to any other worn Defenses (such as clothing or armor) to calculate a Total Defense percentage for the three Hit Regions: **Head**, **Body** and **Limbs**. Each Character usually has one or more Item cards for the Head, Body and Limbs category, such as outer clothing as a lighter defense and worn armor underneath for added Defense. Magical damage cannot be evaded from or defended against. When a charged Power is released by means of the MIND: Trigger Charged Quadragon Ability, if the intended target is within the Power's range, it always hits.

Magic Source Overview

In *100% Fantasy*, spells are only possible through the use of magical gems known as [Quadragons](#) and magic is **never** permanent. Instead, Characters are able to instill powers into Quadragons with a magical [Source](#). A Power fades from a Quadragon over time. There are Eight Sources of magic that Characters can possibly tap into to harness energetic powers. Some Heritages instinctually know one or more Sources without needing to learn by becoming a Sage of a Source magic). Magical Sources include:

<p>Body Source: Great alterations with physical characteristics. Earth Source: Ability with stone and earth to damage and protect. Flame Source: Ability to produce light, heat, fire and smoke. Mind Source: Great alterations with mental characteristics. Sense Source: Ability to sense many things. Spirit Source: Great alterations with spiritual characteristics. Water Source: Power to create different forms of water and ice. Wind Source: Power to create clouds, lightning and wind forces.</p>

The Four Traits

Notations and Low Trait Values

As mentioned before, any **Maximum Trait** score increase one point higher with a number of **Rewards** spent on it that is equal to the next **Maximum Trait** value. **Traits** are used in **Ruling Level** rolls and become extremely important when a Character is 'actively dying.' If the **Current Body**, **Current Mind**, **Current Sense** or **Current Spirit** falls below 5 points, the Character is considered:

<p>0 to 4 cBO* (Current Body) = "Exhausted" 0 to 4 cMI* (Current Mind) = "Enfeebled" 0 to 4 cSE* (Current Sense) = "Eclipsed" 1 to 4 cSP* (Current Spirit) = "Enervated"</p>
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***Current Traits** can be designated shorthand as **cBO**, **cMI**, **cSE** and **cSP**. Similarly for the **Maximum Traits**, the notations **mBO**, **mMI**, **mSE** and **mSP** can be used. Anytime a Character becomes Exhausted, Enfeebled, Eclipsed or Enervated, a number of points can be given back to the specific **Current Trait** value equal to the (**Maximum Trait Number / 10**) once per day normally; this is known as Exhausted Recovery, Enfeebled Recovery, Eclipsed Recovery and Enervated Recovery. The **Game Player** must choose when to give back the points to the **Current Trait**, and it can only be done on the Character's Turn as an **Action** (see the **Combat Scenario: Sequence of Events**).

Trait-Specific Abilities

The Four Traits can perform many functions when called upon by the **Game Player**. **Abilities** describe the possible actions a Character can perform in or out of a combat situation in practice. **Source Powers** require a Character to have first become a Sage of a specific Source Magic; [see the section on Source Magic for definitions on Power](#).

A Character must have a **Current Trait** value high enough to spend an amount of time (as Action#s) to perform it, though **Current Trait** points are usually not spent when perform it unless noted specifically. Requirements are based on the need of a specific **Trait** value at minimum. In some cases, a [Heritage](#) or [Trade](#) allows the use of the Ability or Power without needing to meet the **Trait** score Requirement.

The Body Trait Ability List

BODY ABILITIES	Time Req.	Trait Req.
BODY: Attack Melee Weapon	(#) Actions	1+ cBO
BODY: Attack Melee Weaponless	1 Action	1+ cBO
BODY: Attack with Accuracy	None	40+ cBO
BODY: Attack with Extra Damage	None	20+ cBO
BODY: Attack with Two Weapons	(#) Actions	1+ cBO
BODY: Balancing Maneuver	2 Actions	5+ cBO
BODY: Bash	1 Action	30+ cBO
BODY: Climbing Maneuver	2 Actions	5+ cBO
BODY: Critical Resistance	None	1+ cBO
BODY: Eluding	1 Action	30+ cBO
BODY: Evading	1 Action	50+ cBO
BODY: Grapple	2 Actions	10+ cBO
BODY: Grapple Release	2 Actions	1+ cBO
BODY: Group Melee Attack	None	50+ cBO
BODY: Group Defense	None	25+ cBO
BODY: Jumping Maneuver	1 Action	1+ cBO
BODY: Knockdown	1 Action	20+ cBO
BODY: Melee Lunge	1 Action	10+ cBO
BODY: Movement	1 Action	1+ cBO
BODY: Protect the Body	1 Action	20+ cBO
BODY: Recovery When Exhausted	1 Action	1+ cBO
BODY: Recovery When Rested	Special	1+ cBO
BODY: Recovery When Stunned	None	1+ cBO
BODY: Reduction of Damage	None	20+ cBO
BODY: Resist Dehydration	None	1+ cBO
BODY: Resist Disease or Poison	None	1+ cBO
BODY: Resist Heat or Cold	None	1+ cBO
BODY: Resist Starvation	None	1+ cBO
BODY: Resist Suffocation	None	1+ cBO
BODY: Riding Maneuver	3 Actions	1+ cBO
BODY: Shock the Head	None	30+ cBO
BODY: Stunning Damage	1 Action	40+ cBO
BODY: Swimming Maneuver	1 Action	1+ cBO
BODY: Toughness Defense	None	1+ cBO
BODY: Weight Threshold	None	1+ cBO
BODY: Wild Weapon	None	50+ cBO

Body Trait Abilities

BODY: Attack Melee Weapon Ability

Time Requirement: (#) Action

Trait Requirement: 1 or more **Current Body**

Ability Definition: A Character is able to make a physical attack with a Melee Weapon Type (Blunt, Grapple, Pierce or Slash Weapon Types). The number of Actions required is based on Weapon Type. The Base 'Melee' Attack % is calculated by adding the **Maximum Body** %, plus 1d10% for every 10 points of **Maximum Body**, plus the specific Melee Weapon's X% to create a 'Total Attack %.' An attack roll uses the Total Attack % plus %d10 (and any other temporary modifiers). The Total Damage equals 1 point for every 10 **Maximum Body**, plus the Melee Weapon Xd10+X Damage number, plus modifiers.

BODY: Attack Melee Weaponless Ability

Time Requirement: 1 Action

Trait Requirement: 1 or more **Current Body**

Ability Definition: Make a physical attack without a weapon. The number of Actions required is based on the attacker. The Base 'Melee' Attack % is calculated by using the **Maximum Body** %, plus 1d10% for every 10 points of **Maximum Body** to create a 'Total Attack %.' An attack roll uses the Total Attack % plus %d10 (and any modifiers). The Base Damage equals 1 point for every 10 **Maximum Body**.

BODY: Attack with Accuracy Ability

Time Requirement: **None**

Trait Requirement: 40 or more **Current Body**

Ability Definition: When making any single Weapon attack, an additional 1d10% can be added to the Attack Roll when 2 Action#s are added to the attack to strike at an optimal moment in time. This ability can be used with any Melee or Ranged attack, but no more than 2 Action#s can be spent per attack.

BODY: Attack with Extra Damage Ability

Time Requirement: **None**

Trait Requirement: 20 or more **Current Body**

Ability Definition: When making any single Weapon attack, an additional 1d10 damage can be added to the Damage Roll when 2 Action#s are added to use more power behind the attack, and the attack strikes. This ability can be used with any Melee attack, but no more than 2 Action#s can be spent per attack.

BODY: Attack with Two Weapons Ability

Time Requirement: Highest (#) Action

Trait Requirement: 1 or more **Current Body**

Ability Definition: When two melee weapons are held at the same time (one in each hand), the attacker can gain an additional, second simultaneous attack. The Actions required is the highest Weapon Action number of the two. However, both attacks are penalized -10% to each Attack roll. This penalty is reduced -1% for every 10 **Current Body** points. Moreover, if a Character were to have a **Current Body** score of 78, each attack would only be penalized -3% instead of -10%.

BODY: Balancing Maneuver Ability

Time Requirement: 2 Actions

Trait Requirement: 5 or more **Current Body**

Ability Definition: A Character can perform complex balancing acts such as walking on a thin rail to prevent falling, keeping balanced on a floating log, or other equilibrium-requirements. A Character can use the Body Core Ruling for success against a specific Ruling Level determined by the **GD** for the task at hand. The maneuver requires focused concentration and 2 Actions per Turn.

BODY: Bash Ability

Time Requirement: 1 Action

Trait Requirement: 30 or more **Current Body**

Ability Definition: If the Character succeeds by hitting the Target's Body Region with any attack, the damage is halved, but the Target is knocked backward in the attacking-direction by 2 Squares when target fails a Body Core Ruling against an Ordinary Ruling Level plus the damage received. If the target is bashed into a solid object, an addition 1d10 Body Damage is given, but the Target won't move because of the obstacle.

BODY: Climbing Maneuver Ability

Time Requirement: 2 Actions

Trait Requirement: 5 or more **Current Body**

Ability Definition: Based on a Ruling Level determined by the **GD**, a Character can climb up or down a surface 1 Square for every 1 Action# spent each Turn normally. On average, a 45-degree slope or less that can be gripped and is not slick typically offers an Ordinary Ruling Level. Failing the roll results in a slip and no progress, and second Ruling Level check is needed to determine if a Character falls completely. A Character can use the **Current Body** added to %d10 for success.

BODY: Critical Resistance Ability

Time Requirement: **None**

Trait Requirement: 1 or more **Current Body**

Ability Definition: When a Character receives 30 or more points of **Current Body** damage in a single hit from any attack to the target's Body or Limbs Defense Region, a Body Core Ruling needs to be successful against the damage sustained. If the roll fails, a "Critical Effect" occurs. Note that a hit to the Head uses the **Current Mind Trait** instead. *As an example, if the **Current Body** received 62 points of damage, a **Body Core Ruling** of a 62% or higher is required to see if a Critical Effect occurs because 30 points of damage was inflicted.* Some **Weapon Types** may have a lower Critical Effect potential than 30. A successful Ruling Level roll higher than the damage negates the Critical Effect from happening.

A Critical Effect causes several things happen. First, the target struck enters a **Stunned State** (See **BODY: Recovery When Stunned**). *[When a Character is in a Stunned State, the Character is always at a -1 penalty for the number of Actions that can be used each Turn]*. Then, a 1d10 is rolled to see the outcome of the Critical Effect. A lower roll is better for the target hit. Where the Critical Effect lands determines what penalty is given. A hit to the **Body, Arms or Limbs** Regions causes any **BODY: Ability** roll to be penalized, until cured. If a target is struck for multiple Critical Effects, the penalties accumulate; a Character can enter a state of 'immobility' if a -100% or more is reached.

Curing Time: Each day after the Critical Effect occurs, the target Character gains back 10% to all **BODY: Ability** rolls, as long as normal Rest has occurred. Magical curing can also accelerate the healing back of penalties (depending on the magic). The chart below determines an attack to the **Body, Arms or Limbs** Regions:

1d10 Roll	Extra Damage	BODY: Ability Penalty %
1	1d10+1	- 10 %
2	1d10+2	- 20 %
3	1d10+3	- 30 %
4	1d10+4	- 40 %
5	1d10+5	- 50 %
6	1d10+6	- 60 %
7	1d10+7	- 70 %
8	1d10+8	- 80 %
9	1d10+9	- 90 %
10	2d10+10	Immobile

BODY: Eluding Ability

Time Requirement: 1 Action

Trait Requirement: 30 or more **Current Body**

Ability Definition: Eluding an attack increases the chance to get out of the way of incoming damage. It gives a +10% bonus to all Total Defense % until the beginning of the Character's next Turn. The Ability can only be used once per Turn.

BODY: Evading Ability

Time Requirement: 1 Action

Trait Requirement: 50 or more **Current Body**

Ability Definition: Evading an attack greatly influences a Character to dodge incoming damage. It gives a +20% bonus to all Total Defense % until the beginning of the Character's next Turn. The Ability can only be used once per Turn. However, this Ability can also be used at the same time as the **BODY: Eluding Ability** if desired.

BODY: Grapple Ability

Time Requirement: 2 Actions

Trait Requirement: 10 or more **Current Body**

Ability Definition: If in Melee range, a Character can attempt to grapple another Target using a comparison of the Body Core Ruling. If the grapple is successful, the Target is pinned in a Vulnerable position and loses 2 Actions per Turn until a Grapple Resist is successful. No movement is possible if a Target is Vulnerable and any attacker that initiates a strike against the Target gains a 1d10% Attack bonus. A pinned Character must use the **Body: Grapple Release Ability** to attempt an escape. The Character grappling must spend 1 Action on consecutive Turns thereafter to keep up the Target pinned in a Vulnerable position. If the Grappling-Character takes damage and falls below a 10 **Current Body**, the Grapple automatically fails.

BODY: Grapple Release Ability

Time Requirement: 2 Actions

Trait Requirement: 1 or more **Current Body**

Ability Definition: If grappled, a Body Core Ruling comparison against the Grappling Character can be attempted to break free and remove the 2 Action per Turn penalty. If the Grappled Character wishes to spend **Current Body** in an attempt to escape, every point spent increases the Body Core Ruling roll.

BODY: Group Melee Attack Ability

Time Requirement: **None**

Trait Requirement: 50 or more **Current Body**

Ability Definition: If other allies also have a +50 or higher score in **Current Body**, a Character with this Ability that fights in the Same Square or in an Adjacent Square gains a +2% Attack and +2 Damage bonus on all attacks each Turn. Since multiple allies are possible in Adjacent Squares, both Attack and Damage bonuses accumulate.

BODY: Group Defense Ability

Time Requirement: **None**

Trait Requirement: 25 or more **Current Body**

Ability Definition: If other allies have a +25 or higher score in **Current Body**, a Character with this Ability that fights in a Same Square or Adjacent Square gains a 5% bonus to Total Defense to all Defense Regions. Since multiple allies are possible in a Same Square or Adjacent Square, Defense bonuses accumulate.

BODY: Jumping Maneuver Ability

Time Requirement: 1 Action

Trait Requirement: 1 or more **Current Body**

Ability Definition: This **Trait** is used to **Jump** and **Leap**. A **Jump** is an amount of distance equal to half the Character's Height plus the **Current Body/20** in feet from a still or walking motion, whereas a **Leap** is the **Current Body/10** amount from a running motion plus the Character's Height in feet. Upon landing a **Jump**, an "Ordinary" Ruling Level is required (and keep in a desired Standing, Crouched or Prone position after a fall). Upon landing a **Leap**, an "Involved" Ruling Level is required to land a fall.

Successful landing a **Jump** or **Leap** allows the Character to remain standing when finished. A **Jump** or **Leap** Ability is possible both horizontally and vertically. Every 10 feet beyond the normal **Jump** or **Leap** distance increases the Ruling Level and adds a potential 1d10 cBO damage if a Ruling Level roll fails. *Moreover, if a Character leaps 30 feet beyond the normal **Leap** distance, a "Difficult" Ruling Level is needed (3 Ruling Levels higher) instead of an "Involved" Ruling Level with the potential of causing 3d10 cBO damage.*

BODY: Knockdown Ability

Time Requirement: 1 Action

Trait Requirement: 20 or more **Current Body**

Ability Definition: If the attacker's melee hit succeeds to the Body Region, the attack's damage can be halved to knock the target off his or her feet into the Vulnerable Position when target fails against a Ruling Level roll that is equal to the damage sustained to the target (the half-amount).

BODY: Melee Lunge Ability

Time Requirement: 1 Action

Trait Requirement: 10 or more **Current Body**

Ability Definition: A melee attacker can take a -5% Attack penalty to gain an extra Square of distance on the attack to hit a specified Square as long as the attacker has a held weapon in hand. When the attack finishes, the Character ends up in the Adjacent Square in the direction of the attack.

BODY: Movement Ability

Time Requirement: 1 Action

Trait Requirement: 1 or more **Current Body**

Ability Definition: A Character can move 1-Square for every 10 **Current Body** each Turn automatically. If more distance is desired past the automatic amount each Turn, a Character can invest 1-Action# to move an additional 1-Square (10 feet). *For example, a Character with a +27 Current Body can move 2-Squares automatically every Turn (27 must be rounded down). But a Character could use another +3 Action#s to move a total of 5-Squares in that Turn instead of 2-Squares if desired.* If movement is across or through a special surface, such as through mud, water, on ice or hazardous navigational area, a Ruling Level may be needed to be rolled and be successful to move at the same rate. A failed Movement roll on special surfaces reduces a number of Squares based on the **GD's** decision.

A Character can choose to 'sprint' at double the normal number of Squares in a Turn instead of move normally, but by doing so, any attempted Attack or Ruling Level roll for that Turn is penalized by 50%. If movement is across or through a special or hazardous surface, a Ruling Level may be needed to be rolled and be successful to move at the same rate. A failed Movement roll on special surfaces reduces Movement based on the **GD's** decision. Also see the **BODY: Weight Threshold Ability** for penalties that can occur to this **Body: Movement Ability** when a Character is carrying too much weight. In the course of the game, if the **GD** wishes to calculate a speed at which a Character moves in Miles per Hour, the formula to use is: **Current Body/10**. Anything faster than that pace, a Character would lose 1 **Current Body** each hour when attempted 10% faster on average.

*As an example, a Character with a **Current Body** of 46 would travel 4.6 mile/hour pace normally. If the Character's **Current Body** fell to 20 points, the Character would only be able to travel at a 2 mile/hour pace. But if the Character attempted to hustle at a fast pace of 4 miles/hour with a **Current Body** of 20, that's a 100% increase and would cost 10 **Current Body** at the end of the hour!*

BODY: Protect the Body Ability

Time Requirement: 1 Action

Trait Requirement: 20 or more **Current Body**

Ability Definition: A Character is able to repel 1 point of damage received as **Current Body** until the Character's next Turn if any **Current Body** damage is received in that period of time. This ability can be used as many times each Turn as the **Game Player** is willing to spend Action#s.

BODY: Recovery When Exhausted Ability

Time Requirement: 1 Action

Trait Requirement: 1 or more **Current Body**

Ability Definition: A Character can heal back a number of points to the **Current Body** equal to the (**Maximum Body/10**) if the **Current Body** is less than five points. This ability can only be used once per day normally.

BODY: Recovery When Rested Ability

Time Requirement: **Special (6 Hours)**

Trait Requirement: 1 or more **Current Body**

Ability Definition: A Character is able to regenerate 1d10 points of **Current Body** after a period of Rest (6 hours), plus an amount equal to the (**Maximum Body/10**). If a Character is Unrested (has not slept soundly for at least 6 Hours), regeneration does not take place. A Rested Character that **Meditates** for an hour or more each day gains an additional 1 point of **Current Body** because of spiritual cleansing of the physical body.

BODY: Recovery When Stunned Ability

Time Requirement: **None**

Trait Requirement: 1 or more **Current Body**

Ability Definition: When a Character becomes **Stunned**, 1 **Action** is removed Each Turn. This is known as a "**Stun State**" for the Character. *For example, if a Character has 2 Actions available each Turn, only 1 of the 2 Actions can be used until the Stun State is removed.* A **Current Body** Core Ruling can be used against a Problematic Ruling Level plus the amount of **Current Body** inflicted as the Ruling Level can be used once each Turn in the attempt remove the **Stun State**. Whenever the **Current Body** Core Ruling is successful, the **Stun** effect is removed from the Character. A Character can also suffer from a **Shocked State**, **Senseless State** and/or **Soulless State** at the same time as a **Stunned State**, and accumulate additional negative Actions each Turn.

BODY: Reduction of Damage Ability

Time Requirement: **None**

Trait Requirement: 20 or more **Current Body**

Ability Definition: When an amount of Body or Limbs-based damage from any source strikes the Character, this ability reduces the amount of damage before **Current Body** points are removed. For every 20 points of **Maximum Body**, 1 point of **Current Body** is not taken in damage. *For instance, when a Character has a Maximum Body score between 20 and 39, 1 point of Current Body damage is negated. If a Character had a Maximum Body of 93, then 4 points is not taken.*

BODY: Resist Dehydration Ability

Time Requirement: **None**

Trait Requirement: 1 or more **Current Body**

Ability Definition: A Character can go a number of days equal to the **Current Body/10** before entering a state of dehydration. When dehydrated, a Character is not able to gain back **Current Body** from any healing methods until thirst is quenched and loses 1d10 points of **Current Body** per Hour.

BODY: Resist Disease or Poison Ability

Time Requirement: **None**

Trait Requirement: 1 or more **Current Body**

Ability Definition: A Character rolls %d10 and adds the **Current Body** as base percentage to resist a Disease or a Poison against a specific Ruling Level. The **Game Designer** requires this roll at any time the Character is struck by a Disease or Poison Type. If the Ruling Level roll fails, the specific type of Disease or Poison takes root in the Character's body. Each type of Disease or Poison might have a special influence on the Character, requiring additional Ruling Level rolls, giving damage over time that increases or decreases in wounding potential, and so forth. Most Diseases and Poisons have an anti-toxin and knowledge of a cure can often be found amongst the **Herbalists**, **Historian** or **Sage of the Body** Trades.

BODY: Resist Heat or Cold Ability

Time Requirement: **None**

Trait Requirement: 1 or more **Current Body**

Ability Definition: Common Body Temperature maintenance for most Heritage types is 40 to 120 °F, unless specifically written differently. Any temperature outside of those ranges begins an hourly countdown. A Character can last a number of Hours against heat based on the **Current Body**, or the Character is not able to gain back **Current Body** from healing methods and loses 1d10+X points of **Current Body** per Hour until the body temperature stabilizes. The 'X' **Current Body** loss is increased by +1 for every 10 degrees higher than 120 °F lower than 40 °F.

BODY: Resist Starvation Ability

Time Requirement: **None**

Trait Requirement: 1 or more **Current Body**

Ability Definition: A Character can go a number of days equal to the **Current Body/5** before entering a state of starvation. When starving, the Character is not able to gain back **Current Body** from healing until a nourishing meal is consumed. Every day a Character is starving, 1d10 points of **Current Body** is lost.

BODY: Resist Suffocation Ability

Time Requirement: **None**

Trait Requirement: 1 or more **Current Body**

Ability Definition: A Character can last a number of Turns without air (such as holding breath underwater) equal to the **Current Body/4** before a state of suffocation begins. A suffocating Character is not able to gain back **Current Body** from healing methods until the Character is able to breathe again. Suffocation is the utter lack of air. When actively suffocating, a Character loses 1 point of **Current Body** each second.

BODY: Riding Maneuver Ability

Time Requirement: 3 Actions

Trait Requirement: 1 or more **Current Body**

Ability Definition: When riding a Land Creature of normal speed and health, an "Involved" Ruling Level is needed against a Body Core Ruling when mounting (or dismounting); in addition, the same Ruling Level roll is needed each Hour to see if a mishaps occurs. When riding a Sea Creature, a "Troublesome" Ruling Level is needed for normal riding. When riding a Sky Creature, a "Problematic" Ruling Level is needed. When riding any animal that is Scared or Unfriendly, added penalties to the Ruling Level apply.

BODY: Shock the Head Ability

Time Requirement: **None**

Trait Requirement: 30 or more **Current Body**

Ability Definition: If the attacker's hit succeeds to the target's Head Region with a Melee weapon, the attacker can choose to halve the damage before damage dice are rolled to **Shock** the target instead (see the **MIND: Recovery When Shocked Ability**).

BODY: Stunning Damage Ability

Time Requirement: 1 Action

Trait Requirement: 40 or more **Current Body**

Ability Definition: When the Character takes a -10% Attack penalty to any 2-handed Melee weapon roll, it automatically **Stuns** the target when it hits because of the great strength put into the attack. The 1 Action needed is in addition to the normal Weapon's Action# and a Character must at least have a **Current Body** of 40 or more points for this ability to function.

BODY: Swimming Maneuver Ability

Time Requirement: 1 Action

Trait Requirement: 1 or more **Current Body**

Ability Definition: A Character can swim 1 Square for every 1 Action# spent in a Turn. When moving across a current or carrying weight, a higher Ruling Level may be needed to be successful to move at the same rate. A failed Movement roll assumes that partial or no distance was made (or a current pulls the Character in a direction) based on the **GD's** decision.

BODY: Toughness Defense Ability

Time Requirement: **None**

Trait Requirement: 1 or more **Current Body**

Ability Definition: The Character earns a base % to all three Defense Regions equal to the **Maximum Body/2**. This percentage is added to the **SENSE: Avoidance Defense Ability**, the **MIND: Calculated Defense Ability**, the Heritage's Natural Defense and any worn Defenses to create each Defense Region's Total number. This Ability represents the physical toughness of the Character.

BODY: Weight Threshold Ability

Time Requirement: **None**

Trait Requirement: 1 or more **Current Body**

Ability Definition: This Ability determines the amount of weight (in pounds) can be carried by a Character without penalty of being 'Slowed.' Normally, a Character can only carry an amount of weight equal to $1/10^{\text{th}}$ the Body Weight of the Character (or **Body Weight/10**), plus an amount of weight equal to the **Current Body** without penalty. Therefore in total, this ability allows a Character to have on his or her possession an amount of weight equal to the **[Body Weight/10 + Current Body value]**. Every pound of weight carried over this number reduces the **Current Body** temporarily by -1 until the weight is purged due to a strenuous load. Because Movement is influenced by **Current Body**, too much weight penalties therefore reduce the overall speed and a Character is considered Slowed. *As an example, let's take a look at a Character with a 31 Current Body that weighs 160 pounds. That character would be able to carry $(160/10 + 31)$ 47 pounds of weight before any Current Body reduction would occur. Let's assume that the Character wishes to carry 60 pounds of weight. The resulting penalty would be $(60 - 47)$ a -13 to the Current Body score. As a result, the Current Body would fall from a 31 to an 18! This could be taxing on the Character in many ways, including the number of Squares that could be moved each Turn automatically (would fall from 3 Squares down to just 1 Square per Turn automatically), since the formula is 1 Square for every 10 points of Current Body.*

BODY: Wild Weapon Ability

Time Requirement: **None**

Trait Requirement: 20 or more **Current Body**

Ability Definition: A Character fighting with a 2-Handed Melee weapon can make dramatic and wild movements with a single attack to hit multiple targets in the Same Square and one chosen Adjacent Square with the same attack; foe or friend cannot be distinguished. When attempting the **BODY: Wild Weapon Ability**, the Attack roll is penalized by -10% and the **SENSE: Automatic Hit Potential Ability** is not possible; if the attack successfully strikes a target, damage is reduced by 20% of the normal amount. Damage is rolled just once for multiple targets struck).

For example, if a Character is being attacked by targets in 2 of the 8 Adjacent Squares, the Character could use this Ability to attack everything in the Same Square as well as all targets in one of the two Adjacent Squares; the Adjacent Square is chosen by the **Game Player**. All attacks would be penalized by -10% when attempted. If any attack actually caused damage, damage would also be reduced by 20%. The number of Actions is based on the Weapon Type.

The Mind Trait Ability List

MIND ABILITIES	Time Req.	Trait Req.
MIND: Calculated Defense	None	1+ cMI
MIND: Critical Resistance	None	1+ cMI
MIND: Deceptive Persuasion	1 Action	1+ cMI
MIND: Direction Knowledge	10 Actions	20+ cMI
MIND: Emotional Rage	3 Actions	10+ cMI
MIND: Languages	None	1+ cMI
MIND: Leadership	1 Action	50+ cMI
MIND: Mental Fearlessness	None	50+ cMI
MIND: Protect the Mind	1 Action	20+ cMI
MIND: Reasoning and Reputation	3 Actions	1+ cMI
MIND: Recovery When Enfeebled	1 Action	1+ cMI
MIND: Recovery When Rested	Special	1+ cMI
MIND: Recovery When Shocked	None	1+ cMI
MIND: Reduction of Damage	None	20+ cMI
MIND: Resist Sleep Deprivation	None	1+ cMI
MIND: Sleep Rested	6 Hours	1+ cMI
MIND: Status Check	3 Actions	40+ cMI
MIND: Telepathic Attack	3 Actions	60+ cMI
MIND: Telepathic Channeling	1 Action	5+ cMI
MIND: Telepathic Shield	None	20+ cMI
MIND: Trade Knowledge	None	5+ cMI
MIND: Trigger Charged Quadragon	1+ Actions	1+ cMI
MIND: Trigger Focusing	1+ Actions	1+ cMI

Mind Trait Abilities

MIND: Calculated Defense Ability

Time Requirement: **None**

Trait Requirement: 1 or more **Current Mind**

Ability Definition: The Character earns a base % to all three Defense Regions equal to the **Maximum Mind/4**. This percentage is added to the **BODY: Toughness Defense Ability**, **SENSE: Avoidance Defense Ability**, the Heritage's Natural Defense and any worn Defenses to create each Defense Region's Total number. This Ability represents the mental experience of the Character.

MIND: Critical Resistance Ability

Time Requirement: **None**

Trait Requirement: 1 or more **Current Mind**

Ability Definition: When a Character receives 30 or more points of **Current Mind** damage in a single hit from any attack to the target's Head Defense Region, a Body Core Ruling needs to be successful against the damage sustained. If the roll fails, a "Critical Effect" occurs. Note that a hit to the Body or Limbs Region uses both the **Current Body Trait** instead.

As an example, if the **Current Mind** received 55 points of damage, a **Mind Core Ruling** of a 55% or higher is required if a **Critical Effect** occurs because 30 points of damage was inflicted. Some **Weapon Types** may have a lower Critical Effect potential than 30. A successful Ruling Level roll higher than the damage negates the Critical Effect from happening in the first place. A Critical Effect causes several things happen. First, the target struck enters a **Shocked State** (See **Mind: Recovery When Shocked**). *[When a Character is in a Shocked State, the Character is always at a -1 penalty for the number of Actions that can be used each Turn]*. Then, a 1d10 is rolled to see the outcome of the Critical Effect. A lower roll is better for the target hit. A hit to the **Head Region** gives extra damage immediately until cured. If a target is struck for multiple Critical Effects, penalties accumulate. If a Character becomes Clouded, the Character is not able to think clearly and is in a waking state of bewilderment; the casting or activation of any magical powers is not possible.

Curing Time: Each day after the Critical Effect occurs, the Character gains back +10% to all **MIND: Ability** rolls, as long as normal Rest has occurred. Magical curing can also accelerate the healing back of penalties (depending on the magic). The chart below determines an attack to the **Head Region**:

1d10 Roll	Extra Damage	MIND: Ability Roll Penalty
1	1d10+1	- 10%
2	1d10+2	- 20%
3	1d10+3	- 30%
4	1d10+4	- 40%
5	1d10+5	- 50%
6	1d10+6	- 60%
7	1d10+7	- 70%
8	1d10+8	- 80%
9	1d10+9	- 90%
10	2d10+10	Clouded

MIND: Deceptive Persuasion Ability

Time Requirement: 1 Action

Trait Requirement: 1 or more **Current Mind**

Ability Definition: Guile is often a Character's best friend. This Ability allows a Character to distort the truth to bias a situation or exchange of words. The **Game Designer** sets an appropriate Ruling Level for the deception. If the Ruling Level roll is successful, the deception comes across as believable. Yet, others listening have the ability to detect an amount of deceit by using their **Current Mind Traits** by deducing if all of the information presented has faults or not with the **Mind: Reasoning and Reputation Ability**.

MIND: Direction Knowledge Ability

Time Requirement: 10 Actions

Trait Requirement: 20 or more **Current Mind**

Ability Definition: Based on a Mind Core Ruling against a Ruling Level for the situation (**GD's** decision), a Character can attempt to know the desired direction. In common situations when the full sky can be seen (no clouds), it is recommended that a Character is able to determine direction at an Involved Ruling Level. When other obstacles are in the way of the sky to block the sun, moons and stars (such as clouds, trees, etc.), or when elevation is not constant, the Ruling Level goes up. When a direction is desired when underground, the Ruling Level begins as is Complex. A Character may also be given a bonus to know direction based on the **Current Sense** value if it applies to the situation.

MIND: Emotional Rage Ability

Time Requirement: 3 Actions

Trait Requirement: 10 or more **Current Mind**

Ability Definition: A Character can spend 5 points of **Current Mind** and activate an Emotional Rage for 1d10 Turns. During the time of Rage, a Character gains +1d10% to all Melee Attack rolls and +1d10 to all Melee Damage rolls. Due to the physical exhaustion caused by the emotional rush, when the Rage ends, the Character loses 5 points of **Current Body** due to the exhaustion of the Rage. Only one Rage is possible at a given moment.

MIND: Languages Ability

Time Requirement: **None**

Trait Requirement: 1 or more **Current Mind**

Ability Definition: This ability allows a Character to speak, read, write and master one or more languages based on the **Maximum Mind** value. Automatically, a Character is able to speak his or her Heritage Tongue and the First Tongue. Then, every 20 points of **Maximum Mind**, the **Game Player** chooses to learn another language or 'heighten' the Language Ability of a language already known. These language skills, once chosen, are permanent and marked on the *Language Card* accordingly.

Learning to Speak a New Language: A Character can begin to learn how to speak a language (assuming there is a Language Master willing to teach it—without a Language Master, it takes a full year to heighten each part of a language). When learning a new language, a Character must spend at least one season getting used to the language and an additional season memorizing phrases, sounds and adjusting the ear for understanding the basics. In the final season, the mind is conditioned to put the language into practice. Once all three seasons have passed under the guidance of a Language Master, basic understanding of the language is known to that verbal communication is rudimentary.

Heightening a language: A Character that can already speak a language can choose to heighten the language skills (after earning 5 points of **Maximum Mind**):

Reading: A Character is familiar with how the spoken word is made up of symbols or letters. Any Ruling Level check receives a +3d10 bonus when attempting to speak, read or understand something about the language that may be obscure or a dialect.

Writing: A Character understands grammatical structure and has a broader vocabulary with most parts of the language. Any Ruling Level check receives a +5d10 bonus when attempting to speak, read, write or understand something about the language that may be obscure or a dialect.

Mastery: A Character is a scholar with the language and is able to translate it from another language. Any Ruling Level check receives a +10d10 bonus when attempting to speak, read, write or understand something about the language that may be obscure or a dialect. A Language Master also has the ability to teach the language to others so that it is a fast process for others to learn (3 Seasons required for each stage: Speaking, Reading, Writing and Mastery).

Language Types: Depending on the **Game Designer's** setting, there may be additional languages than the ones listed below. As an overview, there are many languages to choose from: The First Tongue (common language root of all Heritage Tongues), the 16 Heritage Dialects, Dragolithic (language of intelligent creatures), The Noble Voice (language of trading and politics), the Hushed Word (special dialects of the Guildblades), the Sacred Language (language of magic), The Haunted Howls (language in the Realm of Spirits), Nature Noises (languages of animals and beasts) and finally the Archaic Tongues (languages of old no longer spoken and mostly forgotten). A Character can choose to learn to speak a new language (after earning 5 points of **Maximum Mind**):

First Tongue: Most common language of all peoples and primarily spoken by the Firstborne Heritage. Each heritage type has its own dialect based on the First Tongue. The language is somewhat ancient and has a pictorial set of symbols for meanings of words, not unlike Chinese and Egyptian. There is slang among the Heritages, but everyone is able to understand another.

Heritage Dialects: There are specific languages based on the Heritage of the Character. Each Heritage Dialect is different enough that it has become its own language to speak, but writing is close enough that it is shared among these Heritages. There are 16 Heritage languages in total, since the Crossborne Heritage are bilingual does not have its own language, Goblins and Hobgoblins both speak Goblinish and all of the "borne" Heritages speak the First Tongue (Entborne, Firstborne, Flameborne, Gemborne, Giantborne, Iceborne, Merborne and Smallborne). The Language Dialects include: Avien, Celestian, Centhaurian, Drakkish, Dwarven, Elven, Fiendish, Gnomish, Gnoll, Goblinish, Minotaurian, Ogrish, Orcish, Panthien, Reptish, and Ursidien.

Dragolthic: Language of gigantic, sentient creatures. This includes the Dragons and other behemoths that are introduced into the **Game Designer's** fantasy world.

The Noble Voice: Language of the merchants and politicians. As a government-created language, it was constructed to hide valuable information and to only allow trusted members of a political group such as soldiers and law-makers to communicate. Over time, the language became learned by merchants and eventually adopted by higher classes of society.

Hushed Word: Language of the Guildblades. It was first created against the Noble Voice by the *Neutrality Rebellion* to help give freedoms to the commoners. This language became banned by many leaders because the language mocked the Noble Voice via slang and crudeness. As a result, it was renamed 'The Hushed Word'. When not spoken behind closed doors, the Hushed Word can still draw attention, but is not looked down upon as it once was, even though it may insight anger and hostilities from others.

Sacred Language: Language of the deities. It comes supernaturally to anyone with an inherent mystical association to a Source Magic. As the basis for evoking spiritual energies by etching symbols onto gems, it is rarely spoken aloud because it is mostly used as a trigger of Source Powers.

The Haunted Howls: Language of otherworldly entities. This language only sounds like winds, hissing or deep howling to the untrained ear. This language is spoken by spirits, the Unliving and other energies that come from the **Realm of Spirit**. If a Character enters the Spirit Realm, the Haunted Howls is far clearer to understand and has more identifiable patterned recognition.

Nature Noises: Language of non-sentient creatures. As a combination of a plethora of dialects, anything living with a basic intellect falls into this category, including plants, animals, and other creatures such as reptiles and insects. A Character that learns the Nature Noises may need to learn this language several times over to gain a greater understanding of the many dialects. Instead of reading and writing Nature Noises, a Character can learn to speak several dialects including: **Woodland Noises** (temperate climates like forests and grasslands), **Burrowing Noises** (below the earth and in caves), **Water Noises** (within oceans, seas, lakes and rivers), **Warm Noises** (deserts and tropics), and **Cold Noises** (mountainous and arctic).

Archaic Tongues: Dead Languages of Old. There are countless Archaic Tongues that died out so that they are no longer spoken or written by anyone, except for a handful of scholars that pass down the old languages. A Character that learns the Archaic Tongues may need to gain Mastery several times over to understand a particular Archaic dialect that is sought. Each Archaic Tongue has a specific region where it may be more prevalent. The specific types of Archaic Tongues that can be learned are presented based on the **Game Designer's** world presentation; **Game Players** showing interest in Archaic Tongues gain information privy only between the **Game Player** and **GD**.

MIND: Leadership Ability

Time Requirement: 1 Action

Trait Requirement: 50 or more **Current Mind**

Ability Definition: One's intellect is a reflection of leadership skills, organization of ideas and strategies on the battlefield. Leadership means that a single Character is deemed the leader among allies and barks commands in battle as a unifying voice of strategy. A Character wishing to be designated as the Leader in a **Combat Scenario** can give bonuses to friendly targets each Turn. As the leader, the Character can command a number of friendly targets under his or her wing up equal to the **Current Mind/5**. Any friendly target under the Character's leadership earns a +10% bonus to all Attack rolls, +2 to all Damage rolls, a +5% bonus to all Defense Regions and a +5% bonus to any Mind, Body or Sense Core Ruling. For friendly targets to gain these bonuses, the Character must first have been declared the leader, and those under his or her wing must be able to *Sense* the Leader's position (Ruling Level roll may be required).

In addition, the leader must be the first person to act before any friendly target acts at the beginning of each Turn in combat, or no bonuses are given for that Turn to any friendly targets. If any person goes against the leader's strategy as the battle unfolds, that person also loses any bonuses given by the leader for the remainder of the **Combat Scenario**. Due to the concentration needed, the Leader must be able to *Sense* other allies for the bonus to function and spend 1 Action every Turn acting as Leader; Sensing may require a **Current Sense** Ruling Level check if the conditions are difficult or the range is outside of a number of feet equal to the **Current Mind** score. *As an example, if the leader's Current Mind were +50, up to 10 friendly targets could receive a +1 on all Attack rolls, a +1 on all Damage rolls, a +1 Total Defense bonus and a +5 bonus to any Current Body, Mind or Sense roll.* The leader does not gain these bonuses, since he or she is directing orders to other allies for their benefit.

MIND: Mental Fearlessness Ability

Time Requirement: **None**

Trait Requirement: 50 or more **Current Mind**

Ability Definition: Grants a bonus to ward off fear, discouragement and failure by having strength in thought against the **SPIRIT: Create Dread Ability** when feeling **Worried**, **Scared**, **Terrified** or **Taunted**. The bonus given is +5d10% when rolling a Ruling Level.

MIND: Protect the Mind Ability

Time Requirement: 1 Action

Trait Requirement: 20 or more **Current Mind**

Ability Definition: A Character is able to repel 1 point of damage received as **Current Mind** until the Character's next Turn if any **Current Mind** damage is received in that period of time. This ability can be used as many times each Turn as the **Game Player** is willing to spend Action#s.

MIND: Reasoning and Reputation Ability

Time Requirement: 3 Actions

Trait Requirement: 1 or more **Current Mind**

Ability Definition: This Ability combines higher-reasoning, engineering and design, short and long-term memory for facts, figures, names, numbers, geographical locations, and other actions that require logic, knowledge, or deductive response for a Mind Core Ruling using the **GD's** judgment. This Ability is also used when faced with deception from another. For every +10 points of **Current Mind**, a Character gains an additional +5% bonus against a **MIND: Deceptive Persuasion Ability** as well as knowing reputation about a particular query.

MIND: Recovery When Enfeebled Ability

Time Requirement: 1 Action

Trait Requirement: 1 or more **Current Mind**

Ability Definition: Heal back a number of points to the **Current Mind** equal to the (**Maximum Mind/10**) if the **Current Mind** is less than five points. This ability can only be used once per day.

MIND: Recovery When Rested Ability

Time Requirement: **Special (6 Hours)**

Trait Requirement: 1 or more **Current Mind**

Ability Definition: A Character is able to regenerate 1d10 points of **Current Mind** after a period of Rest (6 hours), plus an amount equal to the **(Maximum Mind/10)**. If a Character is Unrested (has not slept soundly for 6 Hours), regeneration does not take place. A Rested Character that **Meditates** for an hour or more each day gains an additional 1 point of **Current Mind** because of spiritual cleansing of the mind.

MIND: Recovery When Shocked Ability

Time Requirement: **None**

Trait Requirement: 1 or more **Current Mind**

Ability Definition: When a Character is **Shocked**, 1 **Action** is removed Each Turn. This is known as a "**Shock State**" for a Character. *For example, if a Character has 2 Actions available each Turn, only 1 of the 2 Actions can be used until the Shock State is removed.* A **Current Mind** Core Ruling can be used against a Problematic Ruling Level plus the amount of **Current Mind** inflicted as the Ruling Level can be used once each Turn in the attempt to remove the **Shock State**. Whenever the **Current Mind** Core Ruling is successful, the **Shock** effect is removed from the Character. A Character can also suffer from a **Stunned State**, **Senseless State** and/or **Soulless State** at the same time as a **Shocked State**, and accumulate negative Actions each Turn.

MIND: Reduction of Damage Ability

Time Requirement: **None**

Trait Requirement: 20 or more **Current Mind**

Ability Definition: When an amount of Body or Limbs-based damage from any source strikes the Character, this ability reduces the amount of damage before **Current Mind** points are removed. For every 20 points of **Maximum Mind**, 1 point of **Current Mind** is not taken in damage. *For instance, when a Character has a Maximum Mind score between 20 and 39, 1 point of Current Mind damage is negated. If a Character had a Maximum Mind of 93, then 4 points is not taken.*

MIND: Resist Sleep Deprivation

Time Requirement: **None**

Trait Requirement: 1 or more **Current Mind**

Ability Definition: A Character can last a number of Days before considered "Unrested" due to sleep deprivation based on the **Current Mind/10**. An Unrested Character is not able to gain back any **Current Trait** from any healing methods and all **Current Traits** are penalized 1d10 points of each Day until Rest occurs (typically 6 Hours of Rest unless specifically defined). Also see the **MIND: Sleep Rested Ability**.

MIND: Sleep Rested Ability

Time Requirement: **6 Hours (or more)**

Trait Requirement: 1 or more **Current Mind**

Ability Definition: A Character that sleeps for the required amount of sleep (typically 6 hours straight for most Heritage Types) is able to use the **Recovery When Rested Abilities**.

MIND: Status Check Ability

Time Requirement: 3 Actions

Trait Requirement: 40 or more **Current Mind**

Ability Definition: When a Character assess the status of another target's condition by *Sensing* the target and making a deduction, this Ability is used against a "Complex" Ruling Level. If successful, one of the four chosen **Traits** can be approximately known in **Current value** to the **Game Player**, such as the **Current Spirit** or **Current Body**. This Ability can be used as long as a target can be *Sensed*.

MIND: Telepathic Attack Ability

Time Requirement: 3 Actions

Trait Requirement: 60 or more **Current Mind**

Ability Definition: A Character can attack another's mind up to a number of feet away equal to the **Current Mind** score. A *Telepathic Attack* does not require a roll; however, it does require the Character to spend 3 or more points **Current Mind** to make a single attack. A *Telepathic Attack* both damages and shocks the target sending confusing information down the mental core. Although this causes spasms throughout the body, it damages the mind by causing 1d10 points of **Current Mind** damage for every 3 points of **Current Mind** spent by the Character. If the target is not able to successfully make a **MIND: Telepathic Shield Ability** roll, the target is also put into a **Shocked State**.

MIND: Telepathic Channeling Ability

Time Requirement: 1 Action

Trait Requirement: 5 or more **Current Mind**

Ability Definition: The **Current Mind** score opens up a Telepathic Channel, in Squares, to any Character or creature with a **Current Mind** of 5 or higher. The Telepathic Channel is a one-directional way of communicating to another person by the Character. When the Telepathic Channel is first established, the Character loses 1 point of **Current Mind** unless both Telepathic Characters **Current Mind** of 20 or more, in which the **Current Mind** is not drained at all. Language Types are important—if the Character using Telepathy is thinking in a language that the listener cannot understand, the listener is only able to hear words of the foreign language in the mind without understanding them. If the listening Character attempts to 'think back' to the Telepathically-linked Character, those thoughts cannot be heard if it is in a different language that cannot be understood. As long as both Characters remain within a range of Squares (equal to the **Current Mind** score), Channeling can continue with a **Current Mind** loss of 1 point per Turn unless both Telepathic Characters have a **Current Mind** of 20 or more. In the event that the listening Character does not want to be communicated with, Telepathy can be completely blocked if the **MIND: Telepathic Shield Ability** is used.

MIND: Telepathic Shield Ability

Time Requirement: **None**

Trait Requirement: 20 or more **Current Mind**

Ability Definition: This shields damage from a **Telepathic Attack** or **Telepathic Channeling Ability** when an Ordinary Ruling Level plus the Telepathic-damage is successful against a Mind Core Ruling. If successful, all damage from a *Telepathic Attack* is halved and the target resists going into a **Shocked State**. If the **Current Mind** falls under 20 points, the target is left vulnerable to a direct Telepathic Attack.

MIND: Trade Knowledge Ability

Time Requirement: **None**

Trait Requirement: 5 or more **Maximum Mind**

Ability Definition: Because this Ability has a **Maximum Mind** of 5 or higher, a Character is able to choose one, single **Trade Type** automatically without needing to spend +1000 Rewards. When a Character desires to spend Rewards on a **Trade**, this Ability also determines how many **Trades** are possible. The formula is +1 **Trade Type** for every +10 **Maximum Mind**. *For example, a Character with a 26 Maximum Mind could have 3 Trades—1 Trade Type automatically for having a Maximum Mind 5 or higher, and 2 more Trades bought at +1000 Rewards a piece for having a Maximum Mind between 20 and 29.* Special note: a **Maximum Mind** of 5 or higher is required for any **Trade Type** for that matter; all Characters begin with a 5 or higher **Maximum Mind**; this value should be considered the threshold of being sentient. All 'Beasts' and 'Animals' are defined as having a **Maximum Mind** of 4 or lower, since they are not sentient. Animals are domesticated, whereas Beasts are not. 'Beasts' or 'Animals' become 'Creatures' when their **Maximum Mind** rises to a score of 5 or higher; Creatures rarely, if ever, learn a **Trade** because of accessibility to a teacher. 'Monsters' and 'Creatures' can be exchanged since they have a **Maximum Mind** of 5 or higher and are sentient and self-aware; however, many Monsters also employ one or more **Trades**. *A Fire Dragon might have learned the Fire Source Magic via the Sage Trade.*

MIND: Trigger Charged Quadragon Ability

Time Requirement: 1 or more Actions

Trait Requirement: 1 or more **Current Mind**

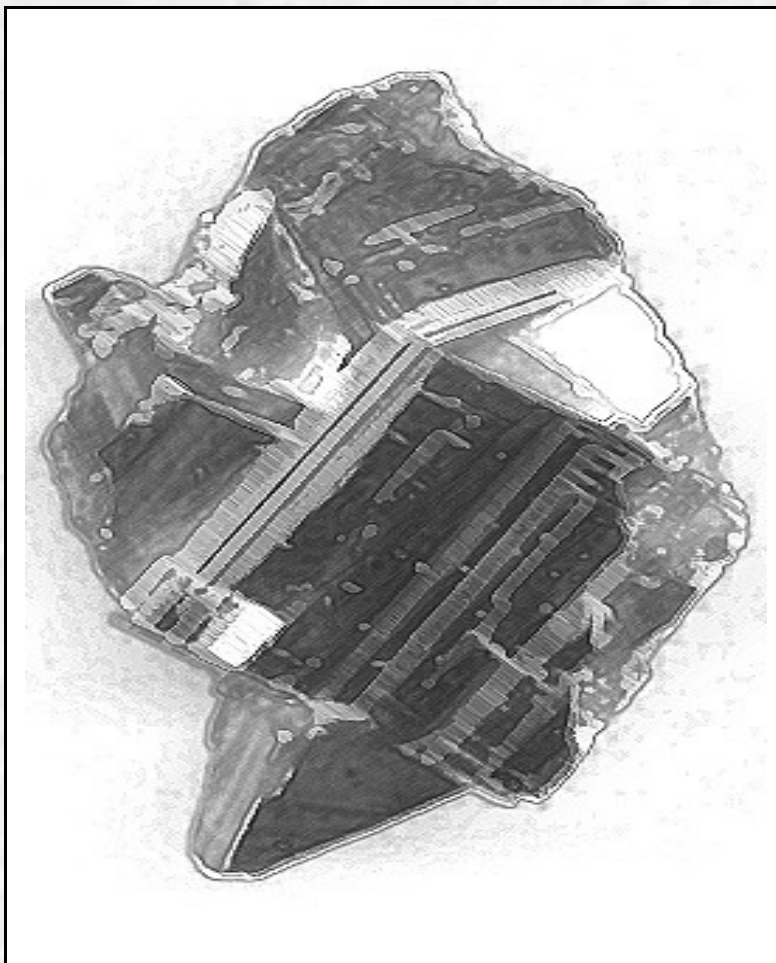
Ability Definition: Triggering the power of a Charged Quadragon can sometimes be a complicated endeavor, depending on how a Quadragon's *trigger* was setup, how to emulate gestures or the cadence of speech. This Ability allows any Character to remember, exactly, what *triggers* a Quadragon to manifest the Power within it. A Character must successfully make a Mind Core Ruling against an Involved Ruling Level as long as there is only one *Trigger Type* associated with the release. [For each additional *Trigger Type* given to the Quadragon, the Ruling Level increases by one Ruling Level higher.] A Character must also use a number of Actions based on how many *Trigger Types* were needed to *trigger* the Power (each *Trigger Type* requires 1 Action). If the Mind Core Ruling succeeds, the Quadragon is successfully triggered if the Character had spent at least 1 point of a **Current Trait** in doing so (such as spending **Current Body** for an Earth Source Power) and if all *trigger*-requirements were met. If the Mind Core Ruling fails, there is a 9 in 10 chance that the gem explodes (see the **Source Magic** section of this booklet). A Quadragon that does not explode can be *instilled* again with **Current Spirit** and *recharged*.

MIND: Trigger Focusing Ability

Time Requirement: 1 or more Actions

Trait Requirement: 1 or more **Current Mind**

Ability Definition: A Character gains a 1% bonus for every 1 Action spent before triggering any charged Quadragon. A number of Actions can be applied equal or less than the **Current Mind** score.



"Quadragon"

The Sense Trait Ability List

SENSE ABILITIES	Time Req.	Trait Req.
SENSE: Attack Ranged Weapon	(#) Actions	1+ cSE
SENSE: Automatic Hit Potential	None	60+ cSE
SENSE: Avoidance Defense	None	1+ cSE
SENSE: Blinded Attack	(#) Actions	1+ cSE
SENSE: Combat Accuracy	1 Action	40+ cSE
SENSE: Combat Cycle	None	1+ cSE
SENSE: Combat Disarm	None	25+ cSE
SENSE: Combat Flanking	None	50+ cSE
SENSE: Combat Parry	1 Action	10+ cSE
SENSE: Combat Precision	1 Action	80+ cSE
SENSE: Combat Riposte	1 Action	40+ cSE
SENSE: Combat Starting Turn	None	5+ cSE
SENSE: Critical Resistance	None	1+ cSE
SENSE: Five Senses	1 Action	1+ cSE
SENSE: Great Awareness	None	50+ cSE
SENSE: Great Speed	None	100+ cSE
SENSE: Group Ranged Attack	None	50+ cSE
SENSE: Living Awareness	3 Actions	1+ cSE
SENSE: Pinpoint Region Melee	1 Action	75+ cSE
SENSE: Pinpoint Region Ranged	1 Action	60 cSE
SENSE: Protect the Senses	1 Action	20+ cSE
SENSE: Quick Weapon	None	50+ cSE
SENSE: Recovery When Eclipsed	1 Action	1+ cSE
SENSE: Recovery When Rested	Special	1+ cSE
SENSE: Recovery When Senseless	None	1+ cSE
SENSE: Reduction of Damage	None	20+ cSE
SENSE: Sense Weakness	3 Actions	75+ cSE
SENSE: Sight Cloaking	1 Action	10+ cSE
SENSE: Sound Cloaking	1 Action	10+ cSE
SENSE: Stance Position Response	None	50+ cSE
SENSE: Stance Position Swiftess	None	90+ cSE
SENSE: Stunning Damage	1 Action	40+ cSE
SENSE: Wild Shot	1 Action	80+ cSE

Sense Trait Abilities

SENSE: Attack Ranged Weapon Ability

Time Requirement: # Action(s)

Trait Requirement: 1 or more **Current Sense**

Ability Definition: A Ranged Weapon attack can be of a Thrown Weapon Type or Fired Weapon Type. The number of Actions required is based on Weapon Type. The Ranged Attack roll is used against a target's Defense Region. The Base 'Ranged' Attack % is calculated by adding the **Maximum Sense** %, plus 1d10% for every 10 points of **Maximum Sense**, plus the specific Ranged Weapon's X% to create a 'Total Attack %.' An attack roll uses the Total Attack % plus %d10 (and any other temporary modifiers). Depending on the distance of the attack, a 10% penalty is given for each Square past the Weapon's Range. Damage is calculated by the Ranged Weapon Damage number only (plus any other bonuses).

SENSE: Automatic Hit Potential Ability

Time Requirement: **None**

Trait Requirement: 60 or more **Current Sense**

Ability Definition: **Automatic hits** can be scored when the %d10 Attack dice come up the same number (such as a 22, 55, 88, etc.). An Automatic hit means the attack strikes without using the target's Defense.

SENSE: Avoidance Defense Ability

Time Requirement: **None**

Trait Requirement: 1 or more **Current Sense**

Ability Definition: The Character earns a base % to all three Defense Regions equal to the **Maximum Sense/3**. This percentage is added to the **BODY: Toughness Defense Ability**, the **MIND: Calculated Defense Ability**, the Heritage's Natural Defense and any worn Defenses to create each Defense Region's Total number. This Ability represents the sensory reactions of the Character.

SENSE: Blinded Attack

Time Requirement: (#) Action

Trait Requirement: 10 or more **Current Sense**

Ability Definition: When making any attack without vision, a Character only has a chance to make an Attack upon a target and must rely on other senses including subtle vibrations. Before an attack is made, the Character must first roll this Ability's percentage to see if a normal Attack roll is possible. The chance to strike a target is 10% for every 10 points of **Current Sense**. *As an example, if a Character's **Current Sense** score was between 50 and 59, the Character would have a 50% chance to make a Blinded Attack; attempting to use this Ability with a **Current Sense** less than 10 is not possible.* When this Ability is first successful, then a Character can make a standard Attack roll to see if the attack hits.

SENSE: Combat Accuracy Ability

Time Requirement: 1 Action

Trait Requirement: 40 or more **Current Sense**

Ability Definition: Character gains 1d10% bonus to all Attack rolls when declared for one *Combat Cycle* with any one Weapon Type. This Ability only applies once for a Weapon Type in the *Combat Cycle*. If the **Current Sense** falls below 40, this 1d10% bonus ends immediately.

SENSE: Combat Cycle Ability

Time Requirement: **None**

Trait Requirement: 1 or more **Current Sense**

Ability Definition: This Ability determines when a participant in a Combat Scenario is able to use Action#s, but only *after the Starting Turn of a Combat Scenario* has concluded by use of the **SENSE: Combat Starting Turn Ability**. Moreover, once the Starting Turn has ended, all participants in a Combat Scenario make a standard **Combat Cycle** roll using this Ability to see when each Character can use Action#s; a **Combat Cycle** roll uses a 1d10, which added to the **Current Sense** score. The **Rule of Ten** applies to the 1d10 roll. The combatants with the highest **Combat Cycle** scores act before the combatants with the lower **Combat Cycle** scores as each 3-second Turn unfolds. After every half-minute (or 10 Turns), the **Combat Cycle** is re-established and all combatants roll new **Combat Cycle** rolls.

SENSE: Combat Disarm Ability

Time Requirement: **None**

Trait Requirement: 25 or more **Current Sense**

Ability Definition: If the attacker's hit succeeds to the target's Defense Region that is holding a weapon, the attack's damage can be halved to disarm or knock a held weapon out of the target's hand when target fails a Sense Core Ruling against a number equal to a "Troublesome" Ruling Level plus the damage inflicted to the target.

SENSE: Combat Flanking Ability

Time Requirement: **None**

Trait Requirement: 50 or more **Current Sense**

Ability Definition: "Combat Flanking" is defined as having two allies facing a single foe-target, while both allies are exactly positioned in Squares to cause a perfect line (1st ally to foe-target to 2nd ally) in that order; flanking is not possible when one ally is in the Same Square as the target. Each ally must also be actively threatening the foe-target; the threat from each ally can be a Melee or Ranged attack within an Adjacent Square up to 10 Squares away in the perfect line, as long as the attack is able to reach the foe-target for a specific Turn. Any flanking attacker gains a +1d10% bonus to any Attack roll because of sensory domination of the situation. In the event that one ally has 50 or more **Current Sense** and another ally does not, only the ally with the **Trait Requirement** met is allowed the bonus.

SENSE: Combat Parry Ability

Time Requirement: 1 Action

Trait Requirement: 10 or more **Current Sense**

Ability Definition: When another target initiates an attack against the Character, a +20% bonus is added to all Defense Regions if this Ability had been initiated in the previous Turn.

SENSE: Combat Precision Ability

Time Requirement: 1 Action

Trait Requirement: 80 or more **Current Sense**

Ability Definition: Character gains 2d10% to all Attack rolls for the remainder of the *Combat Cycle* with any Weapon Type, if a Sense Core Ruling is successful against a Troublesome Ruling Level. If the **Current Sense** falls below 80, this 2d10% bonus ends immediately. This Ability can be attempted as frequently as possible, but it only applies once for each *Combat Cycle*. This can also be used at the same time with the **SENSE: Combat Accuracy Ability**.

SENSE: Combat Riposte Ability

Time Requirement: 1 Action

Trait Requirement: 40 or more **Current Sense**

Ability Definition: When another target initiates an attack against the Character, a +20% bonus is added to all Defense Regions if this Ability was initiated for the previous Turn (by spending 1 Action#). If the attack misses, the Character that initiated the riposte first gains an instant attack at a +1d10% Attack bonus (requiring no Action#s) against the target as long as the Character is holding a Melee weapon in hand. This Ability works in replacement of the **SENSE: Combat Parry Ability**.

SENSE: Combat Starting Turn Ability

Time Requirement: **None**

Trait Requirement: 5 or more **Current Sense**

Ability Definition: Just as a Combat Scenario begins, the **Game Designer** assesses the situation and gives a bonus for one or both "Combative sides" to gain additional Action#s on the **Starting Turn** of the Combat Scenario (the first Turn of combat). Additional Action#s are gained by strategy, guile, deception, manipulation, hiding, cunning, preparation, above average awareness, problem-solving and so forth. In nearly all cases, only one Combative Side of the battle about to transpire is given bonus Action#s. Those Characters that are allowed by the **Game Designer** to make a Sense Core Ruling must succeed against a Ruling Level determined by the **Game Designer** to see if bonus Action#s are gained on the 'Starting Turn' of combat. Typically, for every Ruling Level a Character is successful by, +2 Action#s are gained. If a roll fails, no Action#s are gained. If a Character cannot meet the **Trait Requirement** of 5 or more **Current Sense** points, this Ability cannot be used and the Character is not able to act on the Starting Turn. [The actual order of participants in a Combat Scenario is determined by the **SENSE: Combat Cycle Ability**.]

SENSE: Critical Resistance Ability

Time Requirement: **None**

Trait Requirement: 1 or more **Current Sense**

Ability Definition: When a Character receives 30 or more points of **Current Sense** damage directly, a Sense Core Ruling needs to be successful against the damage sustained. If the roll fails, a "Critical Effect" occurs to the **Current Sense**. *As an example, if the **Current Sense** received 60 points of damage, a **Sense Core Ruling** of a 60% or higher is required to see if a Critical Effect occurs because 30 points of damage was inflicted.* Some **Attack** or **Weapon Types** may have a lower Critical Effect potential than 30. A successful Ruling Level roll higher than the damage negates the Critical Effect from happening in the first place. A failed Ruling Level roll causes the target to become Senseless (see the **Sense: Recovery When Senseless Ability**). *[When a Character is in a Senseless State, the Character is always at a -1 penalty for the number of Actions that can be used each Turn].* A failed roll also requires a 1d10 is rolled to see the outcome of the Critical Effect. A lower roll is better for the target hit. If a target is struck for multiple Critical Effects, penalties accumulate. If a Character becomes Desensitized, the Character is not able to think clearly; the casting or activation of any magical powers is not possible.

Curing Time: Each day after the Critical Effect occurs, the Character gains back +10% to all **SENSE: Ability** rolls, as long as normal Rest has occurred. Magical curing can also accelerate the healing back of penalties. The chart below determines an attack to the **Body, Arms** or **Limbs Regions**:

1d10 Roll	Extra Damage	SENSE: Ability Roll Penalty
1	1d10+1	- 10%
2	1d10+2	- 20%
3	1d10+3	- 30%
4	1d10+4	- 40%
5	1d10+5	- 50%
6	1d10+6	- 60%
7	1d10+7	- 70%
8	1d10+8	- 80%
9	1d10+9	- 90%
10	2d10+10	Desensitized

SENSE: Five Senses Ability

Time Requirement: 1 Action

Trait Requirement: 1 or more **Current Sense**

Ability Definition: **Current Sense** can be used against a Ruling Level based on the **Game Designer's** judgment when attempting to sense something with the five senses (sight, smell, sound, taste or touch). Any Ruling Level needed to physically feel, such as at night without vision, or to taste for a specific flavor would use this Ability. Sense of taste requires the physical touch of the tongue. When a specific sense are eliminated (such as sight when blinded), a Character must rely on the other senses instead; as a result the **GD** would penalize the use of this Ability. In combat situations, typically a -60% to -90% range is given for the lack of sight and a -20% to -50% penalty for the lack of Hearing or Touch when performing any Action that normally requires the senses (such as making an Attack). Depending on the type of action desired, the **GD** must dole out the appropriate penalty for the situation.

Elevation: a Character can attempt to understand how far above sea level or below a surface the Character is located. Several factors weigh into the Ruling Level including how well a Character can see, hear, and smell as well as the kind of environment and obstacles in it for detecting elevation or depth (such as being indoors, outdoors, in water, etc.).

Quadrasons: If a Sage attempts to negate the Power of a Quadrason, this Ability is usually checked against an Involved Ruling Level. If the roll is successful, every Ruling Level higher can reduce the chance that the Quadrason explodes by -1 when rolling a 1d10 (normally, it is a 9 in 10 chance that the Quadrason explodes).

SENSE: Great Awareness Ability

Time Requirement: None

*Trait Requirement: 50 or more **Current Sense***

*Ability Definition: A Character with a 50 **Current Sense** (or more) gains an extra +1 Action number each Turn. Normally, a Character has +3 Actions each Turn, and would have +4 each Turn as long as the **Current Sense** score remains 50 or higher.*

SENSE: Great Perception Ability

Time Requirement: None

*Trait Requirement: 100 or more **Current Sense***

*Ability Definition: A Character with a 100 **Current Sense** (or more) automatically gains an extra +1 Action number per Turn. Normally, a Character has +3 Actions each Turn. This Ability works at the same time with the **SENSE: Great Awareness Ability** to give +5 Actions each Turn as long as the **Current Sense** remains 100 or higher.*

SENSE: Group Ranged Attack Ability

Time Requirement: None

*Trait Requirement: 50 or more **Current Sense***

*Ability Definition: If other allies also have a +50 or higher score in **Current Sense**, a Character with this Ability that fights in the Same Square or an Adjacent Square gains a +2% Attack bonus and +2 Weapon Damage on a single attack each Turn. Since multiple allies are possible in multiple Same or Adjacent squares, Attack and Damage bonuses accumulate.*

SENSE: Living Awareness Ability

Time Requirement: 3 Actions

*Trait Requirement: 1 or more **Current Sense***

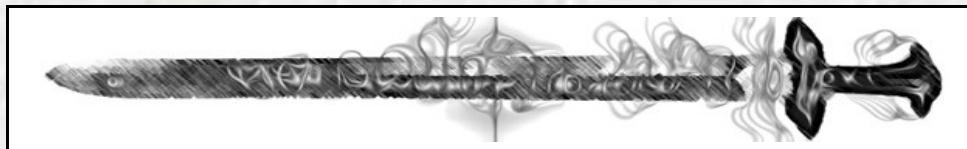
*Ability Definition: This ability provides awareness as to the presence of other living entities that are close to the Character, due to detecting the spirit energies residing within the living being. Every point of **Current Sense** translates into a 1-foot range to know that a living-entity is definitively nearby. A Character must first spend 3 Actions sensing for the presence of living beings. *For instance, a Character with a **Current Sense** of +12 could pick up on a living entity's spirit within a 12-foot radius away.* This Ability can therefore be useful to gain advantage during the Starting Turn or in the Combat Cycle to know where opponents might be located.*

SENSE: Pinpoint Region Melee Ability

Time Requirement: 1 Action

*Trait Requirement: 75 or more **Current Sense***

Ability Definition: Character can specify what body region to strike with a Melee attack when succeeding with a Sense Core Ruling against an Ordinary Ruling Level plus the target's Defense Region%.



SENSE: Pinpoint Region Ranged Ability

Time Requirement: 1 Action

*Trait Requirement: 60 or more **Current Sense***

Ability Definition: Character can specify what body region to strike with a Ranged attack when succeeding with a Sense Core Ruling against an Ordinary Ruling Level plus the target's Defense Region%.

SENSE: Protect the Senses Ability

Time Requirement: 1 Action

Trait Requirement: 20 or more **Current Sense**

Ability Definition: A Character is able to repel 1 point of damage received as **Current Sense** until the Character's next Turn if any **Current Sense** damage is received in that period of time. This ability can be used as many times each Turn as the **Game Player** is willing to spend Action#s.

SENSE: Quick Weapon Ability

Time Requirement: **None**

Trait Requirement: 50 or more **Current Sense**

Ability Definition: A Character can declare a specific Melee or Ranged weapon (or Weaponless) for the Combat Cycle. (Another weapon can be chosen in future Combat Cycles, if desired). The attacker gains an additional, free attack (no Action required) as long as the first attack successfully hits its intended target. A second attack roll is penalized by -20%. If a second attack hits, a third attack can be made and is penalized by -30%; if a third attack hits, a fourth attack can be made and is penalized by a -40%, etc. This process can continue indefinitely as long as the melee or ranged attack is within striking distance.

SENSE: Recovery When Eclipsed Ability

Time Requirement: 1 Action

Trait Requirement: 1 or more **Current Sense**

Ability Definition: Heal back a number of points to the **Current Sense** equal to the (**Maximum Sense/10**) if the **Current Sense** is less than five points. This ability can only be used once per day.

SENSE: Recovery When Rested Ability

Time Requirement: **Special (6 Hours)**

Trait Requirement: 1 or more **Current Sense**

Ability Definition: A Character is able to regenerate 1d10 points of **Current Sense** after a period of Rest (6 hours), plus an amount equal to the (**Maximum Sense/10**). If a Character is Unrested (has not slept soundly for at least 6 Hours), regeneration does not take place. A Rested Character that **Meditates** for an hour or more each day can regain 1 **Current Sense** point because of spiritual cleansing of the senses.

SENSE: Recovery When Senseless Ability

Time Requirement: **None**

Trait Requirement: 1 or more **Current Sense**

Ability Definition: When a Character becomes **Senseless**, 1 **Action** is removed Each Turn. This is known as a "**Senseless State**" for a Character. *For example, if a Character has 2 Actions available each Turn, only 1 of the 2 Actions can be used until the Senseless State is removed.* A **Current Sense** Core Ruling can be used against a Problematic Ruling Level plus the amount of **Current Sense** inflicted as the Ruling Level can be used once each Turn in the attempt to remove the **Senseless State**. Whenever the **Current Sense** Core Ruling is successful, the **Sense** effect is removed from the Character. A Character can also suffer from a **Stunned State**, **Shocked State** and/or **Soulless State** at the same time as a **Senseless State**, and accumulate additional negative Actions each Turn.

SENSE: Reduce Source Damage Ability

Time Requirement: **None**

Trait Requirement: 20 or more **Current Sense**

Ability Definition: When an amount of Body or Limbs-based damage from any source strikes the Character, this ability reduces the amount of damage before **Current Sense** points are removed. For every 20 points of **Maximum Sense**, 1 point of **Current Sense** is not taken in damage. *For instance, when a Character has a Maximum Sense score between 20 and 39, 1 point of Current Sense damage is negated. If a Character had a Maximum Sense of 103, then 5 points is not taken.*

SENSE: Sense Weakness Ability

Time Requirement: 3 Actions

Trait Requirement: 75 or more **Current Sense**

Ability Definition: The Character is able to decipher potential weaknesses of a specific living Character, creature, animal or entity (not Otherworldly) to gain an advantage against it due to increased awareness. If a roll is successful against a Problematic Ruling Level plus the target's **Current Sense**, the Character gains a bonus +3d10% Attack bonus or a +3d10 Damage bonus when fighting the target; a Character can attempt to use this Ability more than once to gain a Damage bonus when only an Attack bonus was earned or visa-versa. In addition, if this information is communicated to others, they also gain the same bonuses. Communicating this information requires 3 Actions and within hearing or visual range (depending on the weakness communicated). If hearing or visual conditions are affected, the **GD** may require a target to make a Ruling Level roll or if the communication is in a different dialect or language.

SENSE: Sight Cloaking Ability

Time Requirement: 1 Action

Trait Requirement: 10 or more **Current Sense**

Ability Definition: Using a Sense Core Ruling (%d10 plus the **Current Sense**), a Character has a base percentage to be visually concealed via lighting or shadow, or is physically disguised as someone or something different, so that a comparison against another's %d10 + **Current Sense Trait** for comparison. The comparison may also be altered by the situation according to the **Game Designer's** assessment due to the distance away a Character is, the conditions, and so forth. Also, a **GD** may rule that other **Traits** could play into the calculation of the Ruling Level if other methods play into the situation (*such as successfully using **Current Mind** to deduce where a person might be hiding for example*). The **GD** may require Ruling Level rolls to see if other targets become aware that the Character is visually deceptive.

SENSE: Sound Cloaking Ability

Time Requirement: 1 Action

Trait Requirement: 10 or more **Current Sense**

Ability Definition: A Character rolls %d10 and adds the **Current Body/10** as base percentage as a bonus to move as quiet as possible through a space, so that a comparison against another's **Current Mind Trait** is needed. The comparison may also be altered by the situation according to the **Game Designer's** assessment due to the distance away a Character is, the conditions, and so forth. Also, a **GD** may rule that other **Traits** could play into the calculation of the Ruling Level if other methods play into the situation (*such as successfully using **Current Mind** to deduce where a person might be hiding for example*). The **GD** might require several Ruling Level rolls to see if other targets become aware of the Character.

SENSE: Stance Position Response

Time Requirement: **None**

Trait Requirement: 50 or more **Current Sense**

Ability Definition: A Character is so adept at fast movements that it is possible to go from any position to any other position and only take 1 Action# to do so. Normally, it takes 2 or more Action#s to go from one position to the next.

SENSE: Stance Position Swiftess

Time Requirement: **None**

Trait Requirement: 90 or more **Current Sense**

Ability Definition: A Character is so adept at lightning-fast movements that it is possible to go from any position to any other position without taking any Action#s to do so. Normally, it takes 2 or more Action#s to go from one position to another.

SENSE: Stunning Damage Ability*Time Requirement:* 1 Action*Trait Requirement:* 40 or more **Current Sense**

Ability Definition: When the Character takes a -10% Attack penalty to any Ranged Attack with a Fired or Thrown Weapon of a Great Make by using as much strength as possible, the attack **Stuns** the target it hits. The 1 Action needed is in addition to the normal Weapon's Action#. The Character using this Ability must also have a **Current Sense** of 40 or more when firing or throwing the weapon.

SENSE: Wild Ranged Ability*Time Requirement:* **None***Trait Requirement:* 80 or more **Current Sense**

Ability Definition: A Character fighting with a ranged weapon can make quick and wild movements with a single attack by throwing or shooting the weapon immediately without aiming. However, the attack is so quick that the Attack roll is penalized by -20%, the **SENSE: Automatic Hit Potential Ability** is not possible, and if the attack successfully strikes the desired target, damage is also reduced by 10%. Because of the speed of the attack, 1 less Action number is used up for the attack (instead of the weapon's normal number. If the Action# falls from a 1 to a 0, this is the only case allowed in the entire *100% Fantasy* game. Only one **SENSE: Wild Ranged** Ability can be used each Turn.

The Spirit Trait Ability List

SPIRIT ABILITIES	Time Req.	Trait Req.
SPIRIT: Awareness	1 Action	10+ cSP
SPIRIT: Create Dread	2 Actions	80+ cSP
SPIRIT: Critical Resistance	None	1+ cSP
SPIRIT: Enhance Core Ruling	None	1+ cSP
SPIRIT: Fearlessness	None	50+ cSP
SPIRIT: Feel Aura	3 Actions	20+ cSP
SPIRIT: Godly Repulsion	None	100+ cSP
SPIRIT: Godly Resistance	None	100+ cSP
SPIRIT: Godly Swiftess	None	100+ cSP
SPIRIT: Guides	10 Actions	40+ cSP
SPIRIT: Hold the Spirit	10 Actions	30+ cSP
SPIRIT: Influence	1+ Actions	1+ cSP
SPIRIT: Meditative Deflection	None	50+ cSP
SPIRIT: Meditative Foresight	10 Actions	70+ cSP
SPIRIT: Meditative Regeneration	None	30+ cSP
SPIRIT: Meditative State	1 Hour	20+ cSP
SPIRIT: Meditative Vision Quest	None	80+ cSP
SPIRIT: Meditative Walking	30 Actions	100+ cSP
SPIRIT: Meditative Wigwam	10 Minutes	5+ cSP
SPIRIT: Necromantic Transference	1 Day	120+ cSP
SPIRIT: Protect the Spirit	1 Action	20+ cSP
SPIRIT: Reawakening	1 Day	100+ cSP
SPIRIT: Recovery When Enervated	1 Action	1+ cSP
SPIRIT: Recovery When Soulless	None	1+ cSP
SPIRIT: Recovery When Rested	Special	1+ cSP
SPIRIT: Reduction of Damage	1 Action	20+ cSP
SPIRIT: Soul Transformation	10 Actions	90+ cSP
SPIRIT: Source Magic Detection	3 Actions	10+ cSP
SPIRIT: Source Magic Instilling	1 Hour+	10+ cSP
SPIRIT: Source Magic Resist Power	None	5+ cSP

Spirit Trait Abilities

SPIRIT: Awareness Ability

Time Requirement: 1 Action

Trait Requirement: 10 or more **Current Spirit**

Ability Definition: This Ability provides spiritual awareness as to what types of 'Otherworldly Entities' are close to the Character. Every point of **Current Spirit** translates into a 10-foot range (1 Square) to know that a spirit-entity is definitively nearby.

SPIRIT: Create Dread Ability

Time Requirement: 2 Actions

Trait Requirement: 80 or more **Current Spirit**

Ability Definition: Ability to make another person **Worried**, **Scared** or **Terrified** by speaking powerful words used in replacement of a normal attack. The influence can be created within a number of Feet away from the Character equal to the **Maximum Spirit** number. A Ruling Level Comparison is first required between the Character and the target. When the Character succeeds, the target is influenced by a feeling of 'dread.' The target can attempt to resist this Ability on any future Turn for a new Ruling Level Comparison roll, but the target must focus and invest 2 Action numbers to initiate it. On each failed attempt on any turn by the target, the process restarts according to the definitions below:

Worried: When the Character is successful by 1 to 20 points, the influenced target is considered **Worried** and is penalized -20% on all attacks upon the Character as well as -10 Damage. The target must also attempt to move away from the Character if the target is within an Adjacent Square of the Character. At the moment the target becomes **Worried**, 1 point of **Current Spirit** is lost.

Scared: When the Character is successful by 21 to 30 points, the influenced target is considered **Scared** and is penalized -40% on all attacks upon the Character as well as -20 Damage. The target must also attempt to move away from the Character if the target is within 5 Squares of the Character. The moment the target becomes **Scared**, 2 points of **Current Spirit** is lost.

Terrified: When the Character successful by 31 or more points, the influenced target is considered **Terrified** and cannot attack the Character at all out of pure terror. The target must also attempt to move away from the Character if the target is within 10 Squares of the Character. The moment the target becomes **Terrified**, 3 points of **Current Spirit** is lost.

Once a target succeeds against the Character, the target cannot become **Worried**, **Scared** or **Terrified** again within a one-day period of time.

SPIRIT: Critical Resistance Ability

Time Requirement: **None**

Trait Requirement: 1 or more **Current Spirit**

Ability Definition: When a Character receives 30 or more points of **Current Spirit** damage directly, a Spirit Core Ruling needs to be successful against the damage sustained. If the roll fails, a "Critical Effect" occurs to the **Current Spirit**. *As an example, if the **Current Spirit** received 31 points of damage, a **Spirit Core Ruling** of a 31% or higher is required to see if a Critical Effect occurs because 30 points of damage was inflicted.* Some **Attacks** may have a lower Critical Effect potential than 30. A successful Ruling Level roll higher than the damage negates the Critical Effect from happening in the first place. A failed Ruling Level roll causes the target to become Senseless (see the **Spirit: Recovery When Soulless Ability**). *[When a Character is in a Senseless State, the Character is always at a -1 penalty for the number of Actions that can be used each Turn].* Then, 2d10 must be rolled to see how much extra damage is inflicted to the **Current Spirit** score. *For example, if a 3 & 8 are rolled on 2d10, an extra 11 points of **Current Spirit** damage is given for the Critical Effect.*

The Rule of 10 also applies to the 2d10 damage roll.

Curing Time: Each day after the Critical Effect occurs, the Character gains back the normal amount of Recovery as long as normal Rest has occurred. Magical curing can also accelerate the healing back of penalties (depending on the magic).

SPIRIT: Enhance Core Ruling Ability

Time Requirement: None

Trait Requirement: 1 or more Current Spirit

Ability Definition: When a Character makes a Core Ruling against a **Body**, **Mind** or **Sense** Ruling Level, the **Current Spirit** can enhance the Ruling Level roll by 2% for every point of **Current Spirit** spent. Up to any amount of **Current Spirit** can be spent for any Ruling Level roll in this way as long as it does not take a Character's **Current Spirit** below a score of 5. In practical terms, this enhancement is literally the willpower of the Character applied when needed.

SPIRIT: Fearlessness Ability

Time Requirement: None

Trait Requirement: 50 or more Current Spirit

Ability Definition: Grants a bonus to ward off fear, discouragement and failure by having spiritual strength in against the **SPIRIT: Create Dread Ability** when feeling **Worried**, **Scared** or **Terrified**. The bonus given is +5d10% when rolling a Ruling Level Comparison, but only if the **Current Spirit** is more than 50.

SPIRIT: Feel Aura Ability

Time Requirement: 3 Actions

Trait Requirement: 20 or more Current Spirit

Ability Definition: The Character has the ability to see auras around *sensed* Characters, animals, creatures and entities by means of the **Current Sense** trait. An aura is a color of light that gives a sense of the target's spiritual nature at that moment in time (if *sensed*). Every point of **Current Spirit** gains a bonus Square distance that can be sensed against a Complex Ruling Level. Auras give a rough estimation or hints of the target's spiritual quality; often multiple colors can be picked up when sensing more in-depth. Aura colors are defined as the following:

1. Deep Red (grounded, active, realistic or survival-oriented)
2. Red (confident, angered or physically-oriented)
3. Orange (Creative, detail or mind-oriented)
4. Yellow (optimistic, communicative or hopeful)
5. Pink (Artistic, loving or beauty-seeking)
6. Brown (pessimistic, fatigued, stressed or worried)
7. Green (balanced, nature-oriented or animalistic)
8. Deep Green (jealous, insecure or resentful)
9. Light blue (healing-minded or peaceful)
10. Blue (calm, collected or reasonable)
11. Deep Blue (future-minded and spirit-minded)
12. Violet (idealistic or spiritually-oriented)
13. Silver (nurturing or spiritually wealthy)
14. White (purity, truth, reflection of energy, vortex of positive energy, goodness)
15. Black (grief, hurt, vortex of negative energy, evil)

Reading auras can be somewhat tricky. If a Spirit Core Ruling is successful, the base aura of the entity may be able to be read, but it's possible that the entity's current emotion could be affecting or masking an entity's true nature. As a result, when a Character is able to 'Feel the Aura' of another entity over the course of several attempts, it becomes much more clear what the entity's true nature is.

SPIRIT: Godly Preservation Ability

Time Requirement: None

*Trait Requirement: 100 or more **Current Spirit***

Ability Definition: A Character's soul constantly heals the body and mind. Because of this, the body no longer needs to eat foods, drink fluids, breath air or sleep for Rest each day. Moreover, physical body does not age as it would normally. In addition, the **BODY, MIND, SENSE** and **SPIRIT: Recovery When Rested Abilities** give back an additional +1d10 points of **Current Body, Current Mind** and **Current Spirit** each day without needing any Rest. As long as the **Current Spirit** remains at a value of 100 or above, the Character also gains a +5d10% bonus when making Ruling Level roll with these Abilities:

BODY: Recovery When Stunned

MIND: Recovery When Shocked

SENSE: Recovery When Senseless

SPIRIT: Recovery When Soulless

SPIRIT: Godly Repulsion Ability

Time Requirement: None

*Trait Requirement: 100 or more **Current Spirit***

Ability Definition: A Character with a 100 **Current Spirit** (or more) automatically resists one single, damaging blow to the **Current Body, Current Mind** or **Current Sense Trait** until a Character is able to Rest again. The **Game Player** can choose what **Current Trait** is resisted after the damage is known. This Ability can be used as long as the **Current Spirit** value is 100 or higher.

SPIRIT: Godly Swiftess Ability

Time Requirement: None

*Trait Requirement: 100 or more **Current Spirit***

Ability Definition: A Character with a 100 **Current Spirit** (or more) automatically gains an extra +1 Action number per Turn due to the higher grasp of consciousness into the Spirit Realm. Normally, a Character has +3 Actions each Turn. This Ability gives a +1 Action bonus as long as the **Current Spirit** remains 100 or higher and can work in tandem with other Abilities or Powers that give bonus Action#s.

SPIRIT: Guides Ability

Time Requirement: 10 Actions

*Trait Requirement: 40 or more **Current Spirit***

Ability Definition: Each Character has Ten Spiritual Guides that come and go from time to time. This Ability allows communication to them. When a Character desires to communicate by asking or pondering a question silently or aloud, 10 Actions (or 10 seconds) is first required to establish a connection as well as spending 1d10 points of **Current Spirit**. Unique knowledge can be gained of the Character's current situation from a Guide. Generally, if a "Complex" Ruling Level roll is successful against a Spirit Core Ruling, a Character is able to establish a link based on the question asked:

Successful by 1 to 10 points: Character feels an emotion about the question asked

Successful by 11 to 20 points: Character ponders a person, place or object that comes to mind

Successful by 21 to 30 points: Character hears a single word or a special sign appears

Successful by 31 to 40 points: Character hears a few words or has a daydream

Successful by 41 to 50 points: Character momentarily sees the Guide appear and speak

Successful by 51+ points: Spirit Guide fully manifests and describes a course of action

Typically, a Character is only allowed to ask one question directed at a specific Spiritual Guide per situation. If a situation changes enough, another question might be allowed by the **Game Designer**. In the Realm of Spirits, communication among the Spiritual Guides is a common occurrence. There is often an invisible war on the other side in the Spirit Realm among various factions of spirits.

Unknown to the Character, in some instances when a Character's Spiritual Guide has been vanquished or is fighting elsewhere or removed from a Character's location, a Character's **Current Spirit** might be temporarily drained until a new Guide replace the old one. In a few rare situations when urgency is needed, a Spiritual Guide might actually attempt to communicate to the Character through a sign, dream or another means even when the Character is not trying. In such a case, a Character's **Current Spirit** value might decrease on its own accord so that the communication can be established.

Ten Spiritual Guide Classes include:

Guide of Essence. Greater understanding of immediate threats that relates to survival

Guide of Health. Various ailments of the Character—past, present and potential future

Guide of Relations. Interactions, love interests, reputation and friendships with others

Guide of Persona. Self-reflection and honing of the Character's personality influences

Guide of Wisdom. Reaffirming and reflecting the lessons already taught in life

Guide of Inspiration. Muse-like influences to stimulate imagination and ideas

Guide of Opportunity. Luck, wealth, good-fortune and foresight that presents itself

Guide of Justice. Fairness, judgments and balance applied to situations for boon or bane

Guide of Leadership. Ability to command respect and understand the best strategies

Guide of Willpower. Encouragement to persist and do the right thing in a situation

Guide of Veils. Links into and out of the Spirit Realm by different means and events

Guide of Divinity. Insights and knowledge of spiritual beings and godly forces

SPIRIT: Hold the Spirit Ability

Time Requirement: 10 Actions

Trait Requirement: 30 or more **Current Spirit**

Ability Definition: After the moment of a target's death, the Character has a number of hours to perform this Ability successfully to keep a slain target's spirit attached to the physical body. The number of hours a Character has is equal to the Character's **Maximum Spirit** value. *For example, a Character with a 55 **Maximum Spirit** can attempt to use this Ability on any target that has been dead for 55 hours or less.* In order to keep the soul attached, the Character's Spirit Core Ruling needs to be successful against a "Complex" Ruling Level roll. If successful, the spirit binds to the target's body for a number of days equal to Character's **Maximum Spirit** number, so that it is possible for a **SPIRIT: Reawakening Ability** or **SPIRIT: Reawakening Power** to take place. When this Ability is used, it requires 1d10 **Current Spirit** and 10 continual Action#s (without interruption) of ritualistic concentration for each attempt.

SPIRIT: Influence Ability

Time Requirement: 1 or more Actions

Trait Requirement: 1 or more **Current Spirit**

Ability Definition: This Ability represents a Character's captivating influence, enchantment, manipulation of the spoken word and non-verbal reactions upon another to 'dominate' the spirit. When one Character attempts to use words, expressions or gestures to influence another, a Ruling Level Comparison between two Characters is used. Influences include manipulating the truth, trying to bias a story, befriending another, command someone to do something, and so forth. The Ruling Level Comparison might need to be adjusted depending in favor of one Character over another due to the complexity or simplicity of what is attempted (*Game Designer's* opinion). Depending on what is said, implied or gestured, the time that is required is governed by the *Game Designer's* judgment. This Ability also allows a Character to use **Taunting** words as an Attack (3 Action#s required). A Spirit Core Ruling Comparison between the Character and target is needed. When successful, the target is **Taunted** and focuses on the Character for the next 1d10 Turns; however, at any time on a future Turn, the target can spend 1 Action to initiate a new Spirit Core Ruling Comparison to break the **Taunt** if successful.

SPIRIT: Meditative Deflection Ability

Time Requirement: None

Trait Requirement: 50 or more Current Spirit

Ability Definition: At the moment the Character's **Current Mind**, **Body** or **Sense** would normally fall to zero points while in a state of **Meditation**, this Ability can be used against an "Involved" Ruling Level, plus the amount of damage sustained by the specific attack. If the roll is successful, the **Current value** does not receive any damage whatsoever, although the **Current Spirit** value loses 1 point.

SPIRIT: Meditative Foresight Ability

Time Requirement: 10 Actions

Trait Requirement: 70 or more Current Spirit

Ability Definition: A Character that is in a state of **Meditation** can have his or her spirit leave the body for 10 Action#s and travel into the Spirit Realm for 1-full minute to gather information about a "possible event" that may occur a number of days into the future based on recent events that have taken place; the number of days is based on the **Maximum Spirit** value. The "possible event" pertains to the Character's current location in within a number of miles in radius based on the Character's **Current Spirit** value. Once the Character returns back from the Spirit Realm, the Character is drained 1d10 **Current Spirit**.

SPIRIT: Meditative Regeneration Ability

Time Requirement: None

Trait Requirement: 30 or more Current Spirit

Ability Definition: If a Character is able to enter a **Meditative State** for at least one hour each day, an extra 1d10 points of **Current Spirit** is gained when Rested as well as an extra 1 point of **Current Body**, 1 point of **Current Mind** and 1 point of **Current Sense**. **Meditation** must be performed in addition to the normal Resting amount. A Character must have a **Current Spirit** above 30 points for this Ability to function.

SPIRIT: Meditative State Ability

Time Requirement: 1 Hour (See SPIRIT: Meditative Wigwam)

Trait Requirement: 20 or more Current Spirit

Ability Definition: A Character can enter a spiritual, meditative state in which a pain cannot be felt and other disciplines can be mastered. A Character can enter a **Meditative State** with one hour of focus, even when other distractions are happening around the Character (but with penalties based on the **GD's** evaluation of the situation).

By entering **Meditation**, the Character remains completely still physically and calm. Distractions become a distant blur and the entire body begins to feel as if it is vibrating. Once **Meditation** is achieved, the Character's soul is able to leave his or her physical body by a tethered cord of energy loosely attached to the body, but with the mind and senses separated farther away from the soul. In the state of **Meditation**, the Character is able to over-focus on a particular emphasis on the physical, mental, sensory or spiritual plane to gain a +2d10 bonus to any one, future roll designated by the **Game Player** (such as a Ruling Level roll, an Attack Roll, etc.)

A Character can choose to come out of meditation willingly, which takes 1d10 Action#s. However, if the Character's **Current Mind**, **Body** or **Spirit** falls to zero while in a **Meditative State**, this Ability ceases to function. In the **Meditation State**, no physical action can be taken until the Character returns back to the normal state. Source Power activation is possible when a Quadragon is triggered by means such as being verbally spoken or mentally triggered.

SPIRIT: Meditative Vision Quest Ability

Time Requirement: None

Trait Requirement: 80 or more **Current Spirit**

Ability Definition: A Character that is within the **Meditative State** can go on a Vision Quest, which is a dreamlike state that allows the Character's spirit to wander clairvoyantly in any direction at a rate of 1 mile per minute away from the body. All **Mental**, **Physical**, **Sensory** and **Spiritual Perception** abilities and senses are active on a Vision Quest (sense of awareness, touch, taste, smell, sight, sound and spirit), and all Ruling Level rolls are increased by 2d10% if used. The Vision Quest can last up to a number of minutes, but each minute in the Vision Quest, 1 point of **Current Spirit** is drained.

SPIRIT: Meditative Walking Ability

Time Requirement: 30 Actions

Trait Requirement: 100 or more **Current Spirit**

Ability Definition: If a Character has first entered the **Meditative State**, the Character and other targets are able to spiritually **Walk** into the Spirit Realm and returning back to the physical world in another location with their physical bodies. The **Maximum Spirit** value establishes the number of miles can be traveled from the current location to a new location; the Character can choose a lesser number of miles if desired. The amount of time it takes to travel always takes 1 hour even though the distance can vary. During the spiritual journey through the Spirit Realm, there is a probability that spiritual forces of all sorts may be attracted or even attack, since living beings stand out more readily due to the physical and mental forces that accompany the spirit. If only the Character is **Walking**, 1d10 points of **Current Spirit** must be invested at the onset of the journey within the wigwam to start the journey. Additional targets can join the **Walk**. Each target costs the Character performing the Walking an additional 1d10 points of **Current Spirit**. The Character need not travel on the **Walk** (if desired), and only send targets on the **Walk**. It is a gamble to send multiple travelers into the Spirit Realm at the same time, since the **Current Spirit** drain makes travelers more vulnerable to spiritual attacks during the hour journey and if the **Current Spirit** cost cannot be paid, the Character falls to 1 point of **Current Spirit** and this Ability fails entirely.

SPIRIT: Meditative Wigwam Ability

Time Requirement: 10 Minutes

Trait Requirement: 5 or more **Current Spirit**

Ability Definition: When a Character has created a natural 'wigwam' and attempts to enter the **Meditative State**, it can happen at a faster rate. This Ability trains a Character in how to prepare the necessary components of a wigwam. A wigwam is a small, enclosed structure such as a tent or cave with a natural fire to heat water. Natural growing herbs that can be found in most climates are added to the water along with an opal and a natural paste, sap or resin painted upon the Character's body. After the wigwam has been prepared, instead of taking 1-hour to enter a **Meditative State**, it only takes 1d10 minutes. Assuming the Character is already in an enclosed structure, it only takes about 5 minutes to light a fire, apply the paint to the body and boil the herbs in the water.

SPIRIT: Necromantic Transference

Time Requirement: 1 Day

Trait Requirement: 120 or more **Current Spirit**

Ability Definition: Any target that has been dead for any length of time can possibly be brought back to life if the Character performing this Ability is willing to sacrifice 1 permanent point of **Maximum Spirit** as well as 10d10 points of **Current Spirit** at the end of one day of ritualistic preparation (Rule of 10 applies). The Character must make a Spirit Core Ruling against a "Complex" Ruling Level plus 1% for every year the target has been deceased. If successful, the target returns to a newly-formed physical body (created by spiritual forces). But if the attempt fails, the target's spirit is not able to return; instead, a negative spiritual force overtakes the physical body and literally drives away the target's spirit. The result is an "unliving" creature that has been brought into the world. The type of unloving creature that is formed depends on what type of negative spirit overtakes the newly formed flesh. Due to the risks involved with this Ability, the **GD** must secretly determine the type and magnitude of what unliving creature has been created.

SPIRIT: Protect the Spirit Ability

Time Requirement: 1 Action

Trait Requirement: 20 or more **Current Spirit**

Ability Definition: A Character is able to repel 1 point of damage received as **Current Spirit** until the Character's next Turn if any **Current Spirit** damage is received in that period of time. This ability can be used as many times each Turn as the **Game Player** is willing to spend Action#s.

SPIRIT: Reawakening Ability

Time Requirement: 1 Day

Trait Requirement: 100 or more **Current Spirit**

Ability Definition: If a target's soul is still attached to the body via the **SPIRIT: Hold the Spirit Ability** or **Power**, this Ability is possible. This process is considered a "Spiritual Reawakening" since soul is using its ability to repair the body with spiritual energy. When the Character attempts this Ability, 3d10 points of **Current Spirit** must first be invested initially preparing the dead target for the ritual, and then 3d10 **Current Spirit** points 30 hours later at the end of the ritual (1 full day). The Character must finish the process by attempting a Spirit Core Ruling against a "Complex" Ruling Level roll. If successful, the Character's soul assists and repairs the target's physical body; the once-dead target returns to life. If the attempt against the "Complex" Ruling Level fails, another **SPIRIT: Hold the Spirit Ability** or **Power** can be attempted to start this process anew.

SPIRIT: Recovery When Enervated Ability

Time Requirement: 1 Action

Trait Requirement: 1 or more **Current Spirit**

Ability Definition: Heal back a number of points to the **Current Spirit** equal to the **(Maximum Spirit/10)** if the **Current Spirit** is less than five points. This ability can only be used once per day normally.

SPIRIT: Recovery When Rested Ability

Time Requirement: **Special (6 hours)**

Trait Requirement: 1 or more **Current Spirit**

Ability Definition: A Character is able to regenerate 1d10 points of **Current Sense** after a period of Rest (6 hours), plus an amount equal to the **(Maximum Spirit/10)**. If a Character is Unrested (has not slept soundly for at least 6 Hours), regeneration does not take place. A Rested Character that **Meditates** for an hour or more each day, an additional 1d10 points of **Current Spirit** can be regained because of direct cleansing to the soul.

SPIRIT: Recovery When Soulless Ability

Time Requirement: **None**

Trait Requirement: 1 or more **Current Spirit**

Ability Definition: When a Character becomes physically **Soulless**, the **Current Spirit** can be used each Turn remove a **Soulless** effect. When a Character is **Soulless**, 1 **Action** is removed Each Turn. This is known as a "**Soulless State**" for the Character. *For example, if a Character has 2 Actions available each Turn, only 1 of the 2 Actions can be used until the Soulless State is removed.* A Spirit Core Ruling can be used against a Problematic Ruling Level plus the amount of **Current Spirit** inflicted as the Ruling Level can be used once each Turn in the attempt to remove the **Soulless State**. Whenever the Spirit Core Ruling is successful, the **Soulless** effect is removed from the Character. A Character can also suffer from a **Stunned State**, **Shocked State** and/or **Senseless State** at the same time as a **Soulless State**, and accumulate additional negative Actions each Turn.

SPIRIT: Reduce Source Damage Ability

Time Requirement: **None**

Trait Requirement: 20 or more **Current Spirit**

Ability Definition: When an amount of Body or Limbs-based damage from any source strikes the Character, this ability reduces the amount of damage before **Current Spirit** points are removed. For every 20 points of **Maximum Spirit**, 1 point of **Current Spirit** is not taken in damage. *For instance, when a Character has a **Maximum Spirit** score between 20 and 39, 1 point of **Current Spirit** damage is negated. If a Character had a **Maximum Spirit** of 77, then 3 points is not taken.*

SPIRIT: Soul Transformation Ability

Time Requirement: 10 Actions

Trait Requirement: 90 or more **Current Spirit**

Ability Definition: The Character can turn his physical body (or someone else by touch) into absolute spirit energy for a number of Turns equal to the **Current Spirit** if a 'Complex' Ruling Level roll succeeds and 1d10 points of **Current Spirit** is invested. If another target is touched by this Ability, that target can attempt to resist by using a Spirit Core Ruling against a 'Complex' Ruling Level roll. When a Character or target becomes 'Spirit Energy', several things occur. First, the **Current Body**, **Mind** and **Sense** scores become non-existent; any damage received to those scores does not apply, except for damage to the **Current Spirit**. Second, the Character or target is able to move in any direction (up, down, left, right, forward and back) as well as through any material at a speed equal to an individual's specific **Maximum Spirit** value as the number of feet per 1 Action# used to do so. Third, all non-living objects that were held or worn by the Character or target also become spirit energy and travel with the target. Finally, a target is able to use 3 Actions to phase back to material form, or back to spirit energy when desired.

SPIRIT: Source Magic Detection Ability

Time Requirement: 3 Actions

Trait Requirement: 10 or more **Current Spirit**

Ability Definition: This Ability represents the Character's third eye. The **Current Spirit** value describes a distance in feet away from the Character that can detect a charged Quadragon or *instilled* Quadragon. The Character must actively use this Ability to spiritually-sense outwardly using a Spirit Core Ruling against an Ordinary Ruling Level. If an *instilled* Quadragon, *charged* Quadragon or unique magical source is detected, another Spirit Core Ruling can be attempted (also 3 Action#s) against an Involved Ruling Level to sense what type of *charged* Source is stored within it. Finally, if the specific charge of the Source Power is desired to be known, the Character can use a Spirit Core Ruling (also 3 Action#s) against a Problematic Ruling Level. Each attempt at spiritually-sensing any aspect of a Quadragon costs 1d10 **Current Spirit**, but any number of attempts can be made on a Quadragon.

SPIRIT: Source Magic Instilling Ability

Time Requirement: **1 Hour or more**

Trait Requirement: 10 or more **Current Spirit**

Ability Definition: A Character learned in the **Sacred Language** is able to *instill* spiritual energies into a Quadragon so that a Source Power can be charged into it. For every point of **Current Spirit** used to instill a Quadragon, an Hour is required for the transfer. When at least 1 point of **Current Spirit** exists in the Quadragon, it is able to accept Source Powers of the any Source Magic type. The Quadragon is considered to be '*instilled*' in this condition. A Quadragon can remain *instilled* for 1 Season for every point of **Current Spirit** in it, such that every Season that passes, an *instilled* Quadragon loses 1 point of **Current Spirit**. When all **Current Spirit** is drained, the Quadragon is no longer considered *instilled*.

SPIRIT: Source Magic Resist Power Ability

Time Requirement: None

Trait Requirement: 5 or more Current Spirit

Ability Definition: The Character can attempt to resist the effects of any Source Magic by spending 5 points of **Current Spirit** at the moment the Character is influenced. Every 5 points spent gives a 1d10 die that can be rolled. If a natural '10' appears on any die, the power is resisted absolutely (as if it never happened to the Character), even if the same Power has influence over time (although the Power may still be able to influence other objects or entities near the Character, and have an indirect affect).



Instilling Source Powers into Gems

All Sage-based Teachings have one thing in common...they give the ability to instill a gem with the Source Powers they are able to wield. Individual gems can contain magnificent abilities, but only for a period of time before the magic naturally dissipates if they are not triggered immediately. Weapons, armor, jewelry and other items can have 'instilled-gems' placed onto them for added benefits or curses!

The value and type of each gem determines what Source Power can be stored and triggered within a gem. Only one Power is possible per gem regardless of its value. A gem's quality and size, not availability, sets the prices of gems in all merchant shops in *100% Fantasy*. Each gem therefore has the possibility to have a power of any one Source-category (such as the Body Source, Fire Source, etc). However, the type of gem also matters. Below lists what gems are used for what types of Source Magic:

Source Magic	Gem Type 1	Gem Type 2	Gem Type 3
Earth Source	Sapphire	Emerald	Diamond
Fire Source	Ruby	Opal	Diamond
Water Source	Pearl	Aquamarine	Diamond
Wind Source	Topaz	Tourmaline	Diamond
Body Source	Spinel	Peridot	Diamond
Mind Source	Amethyst	Citrine	Diamond
Sense Source	Bloodstone	Onyx	Diamond
Spirit Source	Moonstone	Lapis	Diamond

Since diamonds can be used for all Source Magic types, they are the most prized, but are also the most expensive and rare to find. Instilling a gem with a Source Power is a multi-part process. Below are the steps required to create magic:

Making a Quadragon: A gem needs to be carved into a special shape known as a *Quadragon via* knowledge of the **Gemcutter Trade**. **Gemcutters** use delicate tools to sculpt precious gems for magical charging. The cost of the tools for inscription is about 500 Crystals. Once the tools are purchased, a **Gemcutter** can begin the process of creating a *Quadragon*. Turning a normal gem into a *Quadragon* requires focused effort to etch unique symbols and patterns of the **Sacred Language** as well as make the gem into a shape that has four large faces. Cutting a Gem into a perfect *Quadragon* requires a Ruling Level roll against the size of the gem. Larger gems are easier to cut into *Quadragons*. If the cutting of a gem fails, the gem can be cleaved into two smaller stones for additional attempts.

Ruling Levels for Gems

Huge-sized Gem: **Involved** Ruling Level

Large-sized Gem: **Troublesome** Ruling Level

Normal-sized Gem: **Problematic** Ruling Level

Small-sized Gem: **Difficult** Ruling Level

Tiny-sized Gem: **Complex** Ruling Level

Instilling Spirit into a Quadragon: A Sage (or Character possessing a Magic Source) uses the *Quadragon* to instill her or her **Spirit** essence into the gem. [A Sage can also hire a **Gemcutter** if not a **Gemcutter** by trade].

Potency of an Instilled Quadragon: For every point of **Current Spirit** used to instill a *Quadragon*, 1 Hour is required for the transfer. When at least 1 point of **Current Spirit** exists in the gem, it is able to accept Source Powers of the any Source Magic type. The *Quadragon* is considered to be '*instilled*' in this condition. It can remain *instilled* for 1 Season for every point of **Current Spirit** invested.

Charging a Quadragon: As long as a *Quadragon* remains *instilled*, it can be '*charged*' with a single Power from any one Source Magic (*such as the Fire Source*). If a gem already has been configured previously, it cannot accept a new Power until the Power is '*triggered*' or the *charge* dissipates (1 **Current Spirit**/Season). The act of *Charging* a *Quadragon* involves setting one or more *triggers*, so when a Character invests **Current Trait** points into the *Quadragon*, the Power manifests perfectly.

Setting a Quadragon's Trigger: When adding a *charge* into a *Quadragon*, the Sage must provide an appropriate '*trigger*' to release the Source Magic Power in the future. Each *trigger type* added during the *Charging* process requires 10 minutes of magical manipulation of a particular Magic Source. Since the Sage knows what it takes to *trigger* a Power, it is vital to pass on the knowledge how to *trigger* a Power to another if the Sage does not intend on using it:

1. **Verbal Trigger:** A word, riddle, phrase, chant or song of a specified language or a specific word timing. This also includes mental triggers thought as a word, phrase, etc.
2. **Nonverbal Trigger:** A gesture while touching the *Quadragon* such as waving it, throwing it, putting it in a pocket, rubbing it, letting sunlight hit it, etc.
3. **Bound Proximity Trigger:** Distance to or from a person, locale or specific object (specified in feet or Squares away).
4. **Target Trigger:** Upon touch, sight, hearing or sense of a specific being, entity, object, etc.
5. **Destruction Trigger:** Smashing the gem into dust.
6. **Ally Trigger:** Sage gives permission for one or more specific persons to use the Source Power in any desired manner as if the Power were created by the Sage. When a non-ally *triggers* the Power, the Power is always created in the Square it was activated within.
7. **Combination Trigger:** A combination of any of the above *trigger* types and/or multiple variants of the same Type.

Triggering a Quadragon: Any Character that knows how to *trigger* the *charged* Power from within the gem must invest at least 1 or more points of **Current Body**, **Mind**, **Sense** or **Spirit** to release it. If a Power's conditions cannot be satisfied in full, the *trigger* does not function. For every *Trigger Type* or multiple variants of the same Trigger Type within a *Quadragon*, the Character must use 1 Action#.

In other words, if a Character must first speak a phrase in one language, then speak a second phrase in another language, and then wave his hand over his head, it would take 3 Actions before the Power is actually triggered. For each Season that passes, a Character that possesses an *instilled* Quadragon must mark off the remaining number of Seasons of spirit that exists within it.

Common Practice of a Charged Quadragon

It is common practice for a Sage to use a Combination Trigger, especially when a Sage is paid to instill a gem for a buyer and *charge* it with a Power. The going-rate for making Quadragons, instilling Quadragons, and charging Quadragons with Powers varies from place to place, depending on demand of the Source Magic. When a Sage knows whom the gem is meant for, a Sage typically uses a Combination Trigger of these three types: a Verbal Trigger as the main activator, a Bound Proximity Trigger to bind the gem to a specific object like the buyer's helmet for example, and an Ally Trigger for the Buyer's permission. This ensures that that no one else attempts to activate the gem—except for the buyer.

Magic Release of a Charged Quadragon

When any Power *Charged* inside a gem has been *triggered* successfully, the magic is created immediately and there is **always** a chance that the gem turns to dust. This is based directly on the **MIND: Trigger Charged Quadragon Ability**. Any Character that *triggers* a Quadragon must successfully make a Mind Core Ruling against an Ordinary Ruling Level as long as there is only one Trigger Type associated with the release. For each additional Trigger Type given to the Quadragon, the Ruling Level increases by one. If the Mind Core Ruling fails, there is a 9 in 10 chance that the gem explodes. A Quadragon that does not explode can be *instilled* again with **Current Spirit** and *recharged*. When a Quadragon explodes, it is centered at the location of gem at that moment.

Quadragon Explosion (rolled 1 to 9 on 1d10)

- The X-amount of remaining instilled **Current Spirit** gives an Xd10 amount of explosion damage.
- Explosion damage is distributed among the **Current Body, Mind, Sense and Spirit** equally.
- The explosion strikes anything within X-Squares
- Gem itself always shatters and turns to dust

*Example: Gem has 10 points of Spirit energy, so it gives 10d10 explosion damage distributed among all four **Current Traits** within 10 feet of the gem's location.* For this reason, this is why Sages often desire instilling a great amount of **Current Spirit** into a Quadragon in the first place to prevent other Sages from removing a Power meant to be used within a short period of time. Note that the **SENSE: Five Senses Ability** can reduce the 9 in 10 chance to a lower value.

Gem does not explode (rolled 10 on a 1d10)

- Source Power is removed from the Quadragon without incident or explosion.
- Gem itself does not shatter, but no longer contains instilled **Current Spirit** energy.

Negating Magic inside a Charged Gem

A magical gem can also have its Power removed directly (no matter what the *trigger*), but a Sage must physically touch the object, spend an hour altering the symbols on it and succeed with a **Current Spirit** roll against an Ordinary Ruling Level, plus the number of days remaining in the magical gem to succeed. On a failed roll, there is a 9 in 10 chance that the gem explodes with chaotic magical energies. *From what has been described previously in this section, let's look at a complete example in practice. If 12 points of **Current Spirit** were invested into a Quadragon gem, it would take a **Sage** 12 Hours to instill the Quadragon with a magical foundation for 12 Seasons (or 2 years since each year is 6 Seasons). If 12 Seasons have expired and the gem has not yet been charged with a Source Power, the magic fades and it must be first recharged if a Source Power is desired to be put within it. Anyone that knows the trigger of the Quadragon with a **Wind Source** can cause it to release the stored Spirit within.*

Sources of Magic Powers

Source Powers are taught by subtle interpretations of visions, dreams, inferences, signs and intuitions by "Spirit Guides" to specific Sages and persons of certain Heritage Types, but only when one's Spirit Guides have deemed a Character to be ready and competent with the knowledge.

As mentioned previously, there are eight categories of magical Sources. Each Character **Trait** controls two Sources of magic:

TRAIT	SOURCE 1	SOURCE 2
Body	Body Magic	Earth Magic
Mind	Mind Magic	Water Magic
Sense	Sense Magic	Wind Magic
Spirit	Spirit Magic	Fire Magic

In this booklet, there are 16 Powers given per Source Magic for a strong foundation. It is also encouraged for the **Game Designer** to create his or her individual ones that fit into the campaign setting that are highly unique, interesting, specialized or even twisted in nature. When specialized Powers are created, it can add interesting plots and adventures that can be pivotal to the survival of a Character or even the world. Just imagine if it is learned that an evil tyrant has obtained knowledge of an ancient Power that can cause a deadly disease in elves.

Adding new Powers to a campaign can easily shift the balance of Powers among the eight Source Magics if not careful. But a **Game Designer** also has the advantage of keeping the knowledge of creating a Power secret, confined to a limited number of persons, requiring more than one Source Magic to make the Power, or requiring a special type of gem that is so rare that it is nearly impossible to find a second. As long as the addition of a Power does not unfairly cause a disturbance in game-balance, a creative **Game Designer** is able to enhance and enrich the world setting by using these baseline powers in this booklet as a guideline. One's Heritage Type or a Sage Trade Type determines how to acquire a Source Magic Power:

Heritage Types with automatic Source Powers

Avien: Automatically receives the Wind Source
Celestian: Automatically receives the Wind and Spirit Sources
Dwarf: Automatically receives the Earth Source
Elf: Automatically receives the Mind and Sense Sources
Gemborne: Automatically receives the Earth Source
Fiend: Automatically receives the Fire and Spirit Sources
Flameborne: Automatically receives the Fire Source
Giantborne: Automatically receives the Body Source
Gnome: Automatically receives the Mind Source
Iceborne: Automatically receives the Water Source
Merkind: Automatically receives the Water Source
Ogre: Automatically receives the Body Source
Smallborne: Automatically receives the Sense Source

Sage Trade Types with learned Source Powers

Sage of the One Body: Learned in the ways of Body Source magic
Sage of the Great Earth: Learned in the ways of Earth Source magic
Sage of the Scorching Flame: Learned in the ways of Fire Source magic
Sage of the True Mind: Learned in the ways of Mind Source magic
Sage of the Many Senses: Learned in the ways of Sense Source magic
Sage of the Lasting Spirit: Learned in the ways of Spirit Source magic
Sage of the Flowing Water: Learned in the ways of Water Source magic
Sage of the Storming Wind: Learned in the ways of Wind Source magic

Often, a wielder only needs 1 or a few Action#s to activate a Quadragon to trigger the Power so that it becomes 'active.' Some Powers last a period of time when active, while others are instantaneous—they are triggered and cease to function on the same Action#. Powers, unlike Abilities, requires a wielder to invest a **Current Trait** for the triggering process to occur. This is denoted in each Power's "**Trait Investment**" section. Since Abilities only need to have a **Current Trait** at a specific level, Powers require spending **Current Trait** points.

As mentioned, the value of a Quadragon denotes the clarity of the gem as well as how easily a matrix of spiritual energy can be instilled inside of it. As a result, most gems that have a value over 1000 Crystal Coins are always in high demand since a Quadragon made from it is able to trigger any Source Magic in that gem's particular category. Since diamonds can be used for any Source Magic, they are the most valued, the most sought after, the most stolen and the most dangerous. A Diamond Quadragon with a value of 1000 Crystal Coins or more is able to trigger any Power of any Source Magic.

Body Source Powers

BODY SOURCE POWERS	Time Req.	Trait Inv.	Quadragon Req.
BODY SOURCE: Attacking Enhancement	1 Action/cBO	1+ cBO	200+ Crystals
BODY SOURCE: Balancing Enhancement	1 Action/cBO	1+ cBO	50+ Crystals
BODY SOURCE: Climbing Enhancement	1 Action/cBO	1+ cBO	100+ Crystals
BODY SOURCE: Damaging Enhancement	1 Action/cBO	1+ cBO	500+ Crystals
BODY SOURCE: Eluding Enhancement	1 Action/cBO	1+ cBO	200+ Crystals
BODY SOURCE: Empowered Quadragon	10 Actions/cBO	1+ cBO	1000+ Crystals
BODY SOURCE: Healing Greater	2 Actions/cBO	1+ cBO	300+ Crystals
BODY SOURCE: Healing Lesser	2 Actions/cBO	1+ cBO	100+ Crystals
BODY SOURCE: Jumping Enhancement	1 Action/cBO	1+ cBO	50+ Crystals
BODY SOURCE: Moving Aura	1 Action/cBO	1+ cBO	600+ Crystals
BODY SOURCE: Moving Enhancement	1 Action/cBO	1+ cBO	100+ Crystals
BODY SOURCE: Recovery	10 Actions	1 cBO	50+ Crystals
BODY SOURCE: Resistance	1 Action/cBO	1+ cBO	1000+ Crystals
BODY SOURCE: Remove Body	1 Action/cBO	1+ cBO	100+ Crystals
BODY SOURCE: Strength Enhancement	1 Action/cBO	1+ cBO	50+ Crystals
BODY SOURCE: Stunning Force	1 Action/cBO	1+ cBO	100+ Crystals

BODY SOURCE: Attacking Enhancement Power

Time Requirement: 1 Action# per **Current Body** spent

Trait Investment: 1 or more **Current Body** plugged into all X-values

Quadragon Requirement: Diamond, Spinel or Peridot of 200+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Body Source Magic to bestow a 1d10+10% Attack bonus to any Melee weapon for an X-hour length of time. If a second gem is used on a target already bestowed with the same Power, it extends the length of time and also gives a +5% added Attack bonus. If an intended target is farther away than the Same Square, the wielder must also spend X-**Current Body**, where 'X' is the number of Squares between the wielder and the target.

BODY SOURCE: Balancing Enhancement Power

Time Requirement: 1 Action per **Current Body** spent

Trait Investment: 1 or more **Current Body** plugged into all X-values

Quadragon Requirement: Diamond, Spinel or Peridot of 50+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Body Source Magic to bestow a 1d10+50% bonus to the Balancing Maneuver Ability for an X-minute length of time. If a second gem is used on a target already bestowed with the same gem type's magic, it extends the length of time and gives a +10% added Balancing bonus. If an intended target is farther away than the Same Square, the wielder must also spend X-points of **Current Body**, where 'X' is the number of Squares between the wielder and the target.

BODY SOURCE: Climbing Enhancement Power

Time Requirement: 1 Action per **Current Body** spent

Trait Investment: 1 or more **Current Body** plugged into all X-values

Quadragon Requirement: Diamond, Spinel or Peridot of 100+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Body Source Magic to bestow a 1d10+50% to the Climbing Maneuver Ability for an X-minute length of time. If a second gem is used on a target already bestowed with the same gem type's magic, it extends the length of time and gives a +10% added Climbing bonus. If an intended target is farther away than the Same Square, the wielder must also spend X-points of **Current Body**, where 'X' is the number of Squares between the wielder and the target.

BODY SOURCE: Damaging Enhancement Power

Time Requirement: 1 Action per **Current Body** spent

Trait Investment: 1 or more **Current Body** plugged into all X-values

Quadragon Requirement: Diamond, Spinel or Peridot of 500+ Crystals

Ability Definition: A Quadragon has been previously instilled with **Current Spirit** can be charged with Body Source Magic to bestow a +1d10 Damage bonus to any Melee weapon for an X-hour length of time. If a second gem is used on a target already bestowed with the same Power, it extends the length of time and also gives a +2 added Damage bonus. If an intended target of this Power is farther away than the Same Square, the wielder must also spend X-**Current Body**, where 'X' is the number of Squares between the wielder and the target.

BODY SOURCE: Eluding Enhancement Power

Time Requirement: 1 Action per **Current Body** spent

Trait Investment: 1 or more **Current Body** plugged into all X-values

Quadragon Requirement: Diamond, Spinel or Peridot of 200+ Crystals

Ability Definition: A Quadragon has been previously instilled with **Current Spirit** can be charged with Body Source Magic to bestow a +5% bonus to the Eluding Ability for an X-hour length of time. The target bestowed with this Power can use the Eluding Ability at any **Current Body** value above zero. If a second gem is used on a target already bestowed with the same gem type's magic, it extends the length of time. If an intended target of this Power is farther away than the Same Square, the wielder must also spend X-points of **Current Body**, where 'X' is the number of Squares between the wielder and target.

BODY SOURCE: Empowered Quadragon Power

Time Requirement: 10 Actions per **Current Body** spent

Trait Investment: 1 or more **Current Body** plugged into all X-values

Quadragon Requirement: Diamond, Spinel or Peridot of 1000+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Body Source Magic to release additional Powers without needing another Quadragon to do so! As a result, the wielder uses the **Empowered Quadragon** as a means of releasing 'spells.' The **BODY SOURCE: Empowered Quadragon Power** lasts for X-days to release spells.

If the wielder knows how to trigger the desired Power and has this **Empowered Quadragon** in-hand, that Power can be triggered from the same **Empowered Quadragon** with the desired Power's **Current Body** investment to *charge* and then manifest it. In the attempt to manifest the desired Power, the wielder must first succeed with a **MIND: Trigger Charged Quadragon Ability** at a Problematic Ruling Level instead of an Involved Ruling Level normally (with one trigger type); each additional trigger type increases the Ruling Level by one. This Power cannot be used to trigger another **Empowered Quadragon Power**. Special note: this Power is the only one in which the triggered **Quadragon** does not lose its *charge* until X-days have passed.

BODY SOURCE: Healing Greater Power

Time Requirement: 2 Actions per **Current Body** spent

Trait Investment: 1 or more **Current Body** plugged into all X-values

Quadragon Requirement: Diamond, Spinel or Peridot of 300+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Body Source Magic to bestow an immediate 5d10+5 boost to the **Current Body** score. If an intended target of this Power is farther away than the Same Square, the wielder must also spend X-points of **Current Body**, where 'X' is the number of Squares between the wielder and the target.

BODY SOURCE: Healing Lesser Power

Time Requirement: 2 Actions per **Current Body** spent

Trait Investment: 1 or more **Current Body** plugged into all X-values

Quadragon Requirement: Diamond, Spinel or Peridot of 100+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Body Source Magic to bestow an immediate 1d10+1 boost to the **Current Body** score. If an intended target of this Power is farther away than the Same Square, the wielder must also spend X-points of **Current Body**, where 'X' is the number of Squares between the wielder and the target.

BODY SOURCE: Jumping Enhancement Power

Time Requirement: 1 Action per **Current Body** spent

Trait Investment: 1 or more **Current Body** plugged into all X-values

Quadragon Requirement: Diamond, Spinel or Peridot of 50+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Body Source Magic to bestow a 1d10+50% bonus to Jumping Maneuver Ability for an X-minute length of time. If a second gem is used on a target already bestowed with the same gem type's magic, it extends the length of time and gives a +10% added Jumping bonus. If an intended target of this Power is farther away than the Same Square, the wielder must also spend X-points of **Current Body**, where 'X' is the number of Squares between the wielder and the target.

BODY SOURCE: Moving Aura Power

Time Requirement: 1 Action per **Current Body** spent

Trait Investment: 1 or more **Current Body** plugged into all X-values

Quadragon Requirement: Diamond, Spinel or Peridot of 600+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Body Source Magic to bestow an extra +2 Squares of Movement each Turn (see the **BODY: Movement Ability**), for an X-hour length of time in to any chosen target(s) within an X-Square radius of the target that receives this Power. If a second gem is use on a target already bestowed with the same gem type's magic, it extends the length of time and gives another +1 Square bonus. If an intended target cannot be sensed in the X-Square radius aura, that target cannot benefit from this Power. When a Weight Threshold has been exceeded, movement penalties can affect this Power.

BODY SOURCE: Moving Enhancement Power

Time Requirement: 1 Action per **Current Body** spent

Trait Investment: 1 or more **Current Body** plugged into all X-values

Quadragon Requirement: Diamond, Spinel or Peridot of 100+ Crystals

Ability Definition: A Quadragon has been previously instilled with **Current Spirit** can be charged with Body Source Magic to bestow an extra +5 Squares of Movement each Turn to for an X-minute length of time. In addition, this Power also grants no penalties over terrain that would normally slow a Character's movement. If a second gem is use on a target already bestowed with the same gem type's magic, it extends the length of time and gives a +20% added Moving bonus as well as a +10% added Riding Maneuvers bonus. If an intended target is farther away than the Same Square, the wielder must also spend X-points of **Current Body**, where 'X' is the number of Squares between the wielder and the target. When a Weight Threshold has been exceeded, movement penalties can affect this Power.

BODY SOURCE: Recovery Power

Time Requirement: 10 Actions

Trait Investment: 1 **Current Body**

Quadragon Requirement: Diamond, Spinel or Peridot of 50+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Body Source Magic to give a period of Rest even when the target is not able to Rest. In addition, if the target is suffering a **Stunned State**, it is immediately removed when the gem is triggered.

Finally, if the target has already used the **BODY: Recovery When Exhausted Ability** for the day, it is recovered so that it can be used again. A target must be physically touched for this Power to be used.

BODY SOURCE: Resistance Power

Time Requirement: 1 Action per **Current Body** spent

Trait Investment: 1 or more **Current Body** plugged into all X-values

Quadragon Requirement: Diamond, Spinel or Peridot of 1000+ Crystals

Ability Definition: A Quadragon has been previously instilled with **Current Spirit** can be charged with Body Source Magic to bestow an 80% bonus to multiple Abilities for an X-length of time in seconds, minutes, hours or days (when physically touched). All of the Abilities are granted this 100% boost:

X-length of time

X-Hours

X-Minutes

X-Days

X-Days

X-Days

X-Seconds

Ability bonus earned

BODY: Resist Dehydration

BODY: Resist Disease or Poison

BODY: Resist Heat or Cold

BODY: Resist Sleep Deprivation

BODY: Resist Starvation

BODY: Resist Suffocation

If a second gem is used on a target already bestowed with the same gem type's magic, it extends the length of time and gives a +20% added bonus to all Abilities noted above.

BODY SOURCE: Remove Body Power

Time Requirement: 1 Action per **Current Body** spent

Trait Investment: 1 or more **Current Body** plugged into all X-values

Quadragon Requirement: Diamond, Spinel or Peridot of 100+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Body Source Magic to curse a target by penalizing the **Current Body** by 50% for an X-hour length of time. A target can be struck up to 10X Squares away and is be penalized if failing a Body Core Ruling at an Ordinary Ruling Level plus X. A second gem cannot be used on a target already affected by this Power.

BODY SOURCE: Strength Enhancement Power

Time Requirement: 1 Action per **Current Body** spent

Trait Investment: 1 or more **Current Body** plugged into all X-values

Quadragon Requirement: Diamond, Spinel or Peridot of 50+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Body Source Magic to bestow a 1d10+100% bonus to any Core Ruling that involves an act of strength for an X-hour length of time. In addition to Strength, the target is able to carry an additional 10% weight without penalty. If a second gem is use on a target already bestowed with the same gem type's magic, it extends the length of time and gives a +50% added bonus to both a Strength Core Ruling as well as a +50% added bonus to the Weight Threshold.

BODY SOURCE: Stunning Force Power

Time Requirement: 1 Action per **Current Body** spent

Trait Investment: 1 or more **Current Body** plugged into all X-values

Quadragon Requirement: Diamond, Spinel or Peridot of 100+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Body Source Magic to bestow the ability to "Stun" any target hit by the wielder with any melee attack that does any amount of damage. When the damage is rolled, if a natural "10" comes up on any damage dice, the Stun is successful. This Power lasts for X-hours. If a second gem is use on a target already bestowed with the same gem type's magic, it extends the length of time by X-hours.

Earth Source Powers

EARTH SOURCE POWERS	Time Req.	Trait Req.	Quadragon Req.
EARTH SOURCE: Body to Earth	2 Actions/cBO	1+ cBO	800+ Crystals
EARTH SOURCE: Earth Jolt	3 Actions/cBO	1+ cBO	300+ Crystals
EARTH SOURCE: Earthskin	1 Action/cBO	1+ cBO	1000+ Crystals
EARTH SOURCE: Empowered Quadragon	10 Actions/cBO	1+ cBO	1000+ Crystals
EARTH SOURCE: Grasping Ground	1 Action/cBO	1+ cBO	50+ Crystals
EARTH SOURCE: Harvesting	10 Actions/cBO	1+ cBO	500+ Crystals
EARTH SOURCE: Magma Eruption	1 Actions/cBO	1+ cBO	300+ Crystals
EARTH SOURCE: Metal Creation	6 Actionss/cBO	1+ cBO	100+ Crystals
EARTH SOURCE: Metal Enhancement	6 Actions/cBO	1+ cBO	600+ Crystals
EARTH SOURCE: Metal Shape	6 Actions/cBO	1+ cBO	200+ Crystals
EARTH SOURCE: Metal Sharpness	9 Actions/cBO	1+ cBO	900+ Crystals
EARTH SOURCE: Permanent Stone	3 Actions/cBO	1+ cBO	500+ Crystals
EARTH SOURCE: Piercing Shards	1 Action/cBO	1+ cBO	400+ Crystals
EARTH SOURCE: Resist Earth	5 Actions/cBO	1+ cBO	500+ Crystals
EARTH SOURCE: Suffocating Sand	1 Action/cBO	1+ cBO	200+ Crystals
EARTH SOURCE: Tunnel Earth	1 Action/cBO	1+ cBO	600+ Crystals

EARTH SOURCE: Body to Earth Power

Time Requirement: 2 Actions per **Current Body** spent

Trait Investment: 1 or more **Current Body** plugged into all X-values

Quadragon Requirement: Diamond, Sapphire or Emerald of 800+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Earth Source Magic to cause a target to turn into earth-material instantly when failing a Body Core Ruling against a Trivial Ruling Level plus X. When this power is triggered, the target must be within X-Squares. Depending on how badly a target fails the Ruling Level check, the target turns into an earth-substance for an amount of time:

Fails by 1 Ruling Level: Turns into iron for Xd10 Hours
Fails by 2 Ruling Levels: Turns into silver for Xd10 Days
Fails by 3 Ruling Levels: Turns into gold for Xd10 Seasons
Fails by 4+ Ruling Levels: Turns into platinum for Xd10 Years

A wielder is also able to use this Power to turn a target already turned to Earth back to living flesh; depending on how well the wielder succeeds with a Body Core Ruling against a Trivial Ruling Level when this Power is activated, the target that has been turned to Earth (within X-Squares) has an amount of time removed (Hours, Days, Seasons or Years).

EARTH SOURCE: Earth Jolt Power

Time Requirement: 3 Actions per **Current Body** spent

Trait Investment: 1 or more **Current Body** plugged into all X-values

Quadragon Requirement: Diamond, Sapphire or Emerald of 300+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Earth Source Magic to cause a massive, localized jolt of force in a north, south, east or west direction created up to a 100X distance away up to a 10 by 10 Square volume. The jolt throws any target in the 10 by 10 volume a number of Squares in a specified direction up to 1d10+X Squares, if a target fails a Body Core Ruling against a Problematic Ruling Level plus X. A failed roll also causes loosely carried or held items to be dropped to the ground, an impact of 1d10+X points of **Current Body** damage, and all targets affected are Stunned. Even if a target succeeds the Ruling Level roll, the target is still thrown half of the distance even though held items are not dropped and only half of the normal damage is received.

EARTH SOURCE: Earthskin Power

Time Requirement: 1 Action per **Current Body** spent

Trait Investment: 1 or more **Current Body** plugged into all X-values

Quadragon Requirement: Diamond, Sapphire or Emerald of 1000+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Earth Source Magic to bestow a 10+1d10% Total Defense bonus to all Regions for an X-Day length of time. In addition to added Defense, any damage caused by Slashing or Piercing Weapon types is reduced by 50%. If a second gem is use on a target already bestowed with the same gem type's magic, it extends the length of time and gives a +2% Total Defense bonus.

EARTH SOURCE: Empowered Quadragon Power

Time Requirement: 10 Actions per **Current Body** spent

Trait Investment: 1 or more **Current Body** plugged into all X-values

Quadragon Requirement: Diamond, Sapphire or Emerald of 1000+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Earth Source Magic to release additional Powers without needing another Quadragon to do so! As a result, the wielder uses the **Empowered Quadragon** as a means of releasing 'spells.' The **EARTH SOURCE: Empowered Quadragon Power** lasts for X-days to release spells. If the wielder knows how to trigger the desired Power and has this **Empowered Quadragon** in-hand, that Power can be triggered from the same **Empowered Quadragon** with the desired Power's **Current Body** investment to *charge* and then manifest it. In the attempt to manifest the desired Power, the wielder must first succeed with a **MIND: Trigger Charged Quadragon Ability** at a Problematic Ruling Level instead of an Involved Ruling Level normally (with one trigger type); each additional trigger type increases the Ruling Level by one. This Power cannot be used to trigger another **Empowered Quadragon Power**. Special note: this Power is the only one in which the triggered **Quadragon** does not lose its *charge* until X-days have passed.

EARTH SOURCE: Grasping Ground Power

Time Requirement: 1 Action per **Current Body** spent

Trait Investment: 1 or more **Current Body** plugged into all X-values

Quadragon Requirement: Diamond, Sapphire or Emerald of 50+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Earth Source Magic to cause the ground to grasp in an X by X volume of Squares up to 10X Squares away from the wielder that triggered the Power. Any target within an affected Square must make an Body Core Ruling against an Involved Ruling Level plus X, or be stuck in that same Square for 1d10 Turns and also be penalized the same 1d10 amount against all Attack rolls and Total Defense % for all Regions. Each Turn after a target is affected, the target is able to make additional Body Core Rulings, but against a Troublesome Ruling Level plus X instead in an attempt to break free. Once a target has broken free or the 1d10 Turns ends, the Power no longer has any influence.

EARTH SOURCE: Harvesting Power

Time Requirement: 10 Actions per **Current Body** spent

Trait Investment: 1 or more **Current Body** plugged into all X-values

Quadragon Requirement: Diamond, Sapphire or Emerald of 500+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Earth Source Magic to protect and enrich a volume of land so that it produces a good harvest. The amount of land that can be harvested is equal to a 100X by 100X foot area. Once triggered, the land is protected for X-seasons against flooding, fire and wind that might blow things onto the land or uproot it. The land is also rich in nutrients and resistant to tunneling because the soil actually becomes a hardened stone even though the roots of plants are easily able to grow in it. Even the **Tunnel Earth Power** has no effect on the land. Once a crop is grown successfully or the X-seasons expires, the land becomes normal once again.

EARTH SOURCE: Magma Eruption Power

Time Requirement: 1 Action per **Current Body** spent

Trait Investment: 1 or more **Current Body** plugged into all X-values

Quadragon Requirement: Diamond, Sapphire or Emerald of 300+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Earth Source Magic to cause an X-number of Squares to erupt with magma. The eruption of magma is an instant burst from the ground and can begin at a distance away no farther than 30X Squares away, but all Squares chosen must be adjacent to other Squares of magma. Anything caught in an Eruption Square must make a Problematic Ruling Level roll plus X to avoid being struck by magma completely. If the Ruling Level roll fails, 3d10+X **Current Trait** damage is given (to any of the Four Traits) and there is a flat 30% chance the person ignites in flame, causing an additional 1d10+X damage per Turn thereafter until the fire is put out. Every Turn, there is a 30% chance the fire continues. Rolling on the ground or using an object to help put out the fire lowers the next Turn's chance down 5 – 25% depending on what actions are taken. Any source of water that covers the body immediately puts out the flame.

EARTH SOURCE: Metal Creation Power

Time Requirement: 6 Actions per **Current Body** spent

Trait Investment: 1 or more **Current Body** plugged into all X-values

Quadragon Requirement: Diamond, Sapphire or Emerald of 100+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Earth Source Magic to cause a 1-inch by 1-inch by X-inch volume of metal to appear out of the ground. The wielder making the volume of metal can adjust it to fit a desired volume dimension, like investing 10 **Current Body** when triggering the gem to make a shape 1x2x5 inches or 3.33x3.33x3.33 inches or any combination instead of 1x1x10. Any dimensional combination is possible when created as long as it is not less than 1 foot in length, height or width. The metal is considered to be **magic-instilled iron** and the wielder triggering this Power must be able to physically touch the ground where the metal is created. This type of iron is able to damage and protect against incorporeal entities as well as corporeal ones.

EARTH SOURCE: Metal Enhancement Power

Time Requirement: 6 Actions per **Current Body** spent

Trait Investment: 1 or more **Current Body** plugged into all X-values

Quadragon Requirement: Diamond, Sapphire or Emerald of 600+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Earth Source Magic to cause a 1 inch by 1 inch by X-inch volume of any metal type (natural or magical) to become enhanced with magic for X-days. The magical enhancement bestows a 5% to any Attack roll bonus if it is used as a weapon of natural metal or gives a 10% Defense bonus to any region used as armor of natural metal. If this Power is used on magical-metal such as magic-instilled iron or nurethos, this power bestows a 10% Attack roll bonus if it is used as a weapon or gives a 20% Total Defense bonus to metal armor. The wielder triggering the Power must physically touch the metal to enhance it.

EARTH SOURCE: Metal Shape Power

Time Requirement: 6 Actions per **Current Body** spent

Trait Investment: 1 or more **Current Body** plugged into all X-values

Quadragon Requirement: Diamond, Sapphire or Emerald of 200+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Earth Source Magic to cause a 1-inch by 1-inch by X-inch volume of normal metal or **magic-instilled iron** to take the shape of any desired object for X-hours. Nurethos is not affected by this Power. The shape chosen must be specified for use, such as a candleholder into a sword, a helmet into block, and so forth. If the Earth Source-created volume of metal is not used in full with this Power, the shaped object can be divided into two unique sections. The wielder triggering the Power must physically touch the metal to shape it.

EARTH SOURCE: Metal Sharpness Power

Time Requirement: 9 Actions per **Current Body** spent

Trait Investment: 1 or more **Current Body** plugged into all X-values

Quadragon Requirement: Diamond, Sapphire or Emerald of 900+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Earth Source Magic to cause a 1-inch by 1-inch by X-inch volume of any metal type (natural or magical) to be sharpened for X-days. If the item was previously blunt, it allows the items to be used as a Slashing or Piercing Type of weapon in addition to its normal Weapon Type (if any) and gives a bonus 1d10+5% to the Attack roll. If the item had already been sharp, this Power makes it sharper yet by giving it a bonus 2d10+10% to all Attack rolls and a bonus +1d10 to all damage rolls. The wielder triggering the Power must physically touch the metal to sharpen it.

EARTH SOURCE: Permanent Stone Power

Time Requirement: 3 Actions per **Current Body** spent

Trait Investment: 1 or more **Current Body** plugged into all X-values

Quadragon Requirement: Diamond, Sapphire or Emerald of 500+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Earth Source Magic to cause an 1 foot by 1 foot by X-foot volume of metal to transform out of the ground up to 10X feet away from the wielder. The stone is granite in composition and is permanent when created; natural damage, weather and other forces can alter it from that point forward. The wielder making the volume of metal can adjust it to fit a desired volume dimension, such as investing 20 **Current Body** when triggering the gem to make a thick wall that is 5 feet high, 2 feet thick and 10 feet long instead of 1x1x20 feet; any dimensional combination is possible as long as it is not less than 1 foot in length, height or width.

EARTH SOURCE: Piercing Shards Power

Time Requirement: 1 Action per **Current Body** spent

Trait Investment: 1 or more **Current Body** plugged into all X-values

Quadragon Requirement: Diamond, Sapphire or Emerald of 400+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Earth Source Magic to cause sharp shards to erupt from the earth centered on any target that is 40X-feet away. Like a swarm of locusts, thousands of small, jagged shards jolt from the ground when triggered and cover an area of space that is X-foot radius (or less if desired) from the target it was centered upon. The shards give 4d10+X points **Current Trait** damage (Four Traits) to anyone in the volume that fails a Body Core Ruling against a Problematic Ruling Level plus 'X'. Succeeding with the roll inflicts half the damage amount.

EARTH SOURCE: Resist Earth Power

Time Requirement: 5 Action#s per **Current Body** spent

Trait Investment: 1 or more **Current Body** plugged into all X-values

Quadragon Requirement: Diamond, Sapphire or Emerald of 200+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Earth Source Magic to bestow the ability upon oneself or a desired target to resist up to Xd10+5X points of **Current Trait** damage caused by any Earth Power as well as gain a +50% bonus to any Ruling Level roll against a Earth Power for X-Days; the target that receives this Power is able to roll the Xd10+5X amount immediately when triggered. Any damage received is first negated from the **Resist Earth Power**, as long as it is active. If a wielder triggers the same Power when the first one is active, the Xd10+5 resist amount is increases as well as the X-Days amount.

EARTH SOURCE: Suffocating Sand Power

Time Requirement: 1 Action per **Current Body** spent

Trait Investment: 1 or more **Current Body** plugged into all X-values

Quadragon Requirement: Diamond, Sapphire or Emerald of 200+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Earth Source Magic to create a blast of spiraling sand in up to a 2X-foot radius up to 20X distance away in feet from the wielder that triggered it. The sand is so potent and twirls so violently that it has the ability to begin the suffocating process to any target in it when a target fails a Body Core Ruling against a Problematic Ruling Level plus X. In addition, any target that attempts to see is blinded using as Sense Core Ruling against an Involved Ruling Level plus X. The Suffocating Sand lasts up to 2X-minutes, or can be cut short by the wielder that triggered it.

EARTH SOURCE: Tunnel Earth Power

Time Requirement: 1 Action per **Current Body** spent

Trait Investment: 1 or more **Current Body** plugged into all X-values

Quadragon Requirement: Diamond, Sapphire or Emerald of 600+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Earth Source Magic to cause a cylinder of natural earth-material, such as dirt, stone, rock, mud, sand and so forth to melt into vapor against a Body Core Ruling; a Body Core Ruling is required against the 'hardness' of the material attempted to be tunneled, where loose-earth is an Involved Ruling level, hard-stone is Complex and the hardest earth is Outrageous. Any manmade structure built of earth-material is also affected in the same way. The cylinder of tunneling must begin at a distance away no farther than 10X feet; the cylinder's radius is up to X-feet wide and can tunnel a length up to 10X feet long. The act of tunneling takes X-seconds once the gem is triggered. Also note that if tunneling of earth may cause the weight of the earth above the tunnel to collapse inward depending on how loose the earth-material is and what weight is above it.

Fire Source Powers

FIRE SOURCE POWERS	Time Req.	Trait Req.	Quadragon Req.
FIRE SOURCE: Blazing Burst	1 Action/cSP	1+ cSP	300+ Crystals
FIRE SOURCE: Cloud of Implosion	1 Action/cSP	1+ cSP	500+ Crystals
FIRE SOURCE: Empowered Quadragon	10 Actions/cSP	1+ cSP	1000+ Crystals
FIRE SOURCE: Fiery Metal	1 Action/cSP	1+ cSP	100+ Crystals
FIRE SOURCE: Fiery Smoke	1 Action/cSP	1+ cSP	400+ Crystals
FIRE SOURCE: Fire Field	2 Actions/cSP	1+ cSP	200+ Crystals
FIRE SOURCE: Fire Rupture	2 Actions/cSP	1+ cSP	1000+ Crystals
FIRE SOURCE: Flaming Funnel	2 Actions/cSP	1+ cSP	200+ Crystals
FIRE SOURCE: Ignite Flame	1 Action/cSP	1+ cSP	50+ Crystals
FIRE SOURCE: Pure Flame	1 Action/cSP	1+ cSP	50+ Crystals
FIRE SOURCE: Raise Flame	1 Action/cSP	1+ cSP	50+ Crystals
FIRE SOURCE: Resist Fire	5 Actions/cSP	1+ cSP	500+ Crystals
FIRE SOURCE: Scorching Blast	1 Action/cSP	1+ cSP	400+ Crystals
FIRE SOURCE: Searing Circle	1 Action/cSP	1+ cSP	600+ Crystals
FIRE SOURCE: Sunfire Seed	8 Actions/cSP	1+ cSP	800+ Crystals
FIRE SOURCE: Warming Heat	5 Actions/cSP	1+ cSP	50+ Crystals

FIRE SOURCE: Blazing Burst Power

Time Requirement: 1 Action per **Current Spirit** spent

Trait Investment: 1 or more **Current Spirit** plugged into all X-values

Quadragon Requirement: Diamond, Ruby or Opal of 300+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Fire Source Magic can cause a blazing sphere of golden flame to appear between the wielder's hands that is 1 foot in diameter. The sphere can be held for any number of Turns equal to X, and launched up to 10X feet in any direction. If there is any interference between the wielder and desired target when launched, the Burst explodes at that location of interference (or at the destination target). Upon impact, an 'X' by X' Square region receives 3d10+3 points of **Current Trait** damage (to any of the Four Traits) to all things within it. *For instance, when a wielder puts 7 points of Current Spirit into this Power, it would be held up to 7 Turns and when launched, it would give 3d10+3 damage to everything in a 7x7 Square region.* Any target that receives damage also receives an additional +3 points of ongoing **Current Trait** damage every Turn until extinguished. Since this is a magical fire, a Water Source Power is required to extinguish it or by waiting 3d10 Turns. Only one Blazing Burst Power can be controlled at any given time by a wielder.

FIRE SOURCE: Cloud of Implosion Power

Time Requirement: 1 Action per **Current Spirit** spent

Trait Investment: 1 or more **Current Spirit** plugged into all X-values

Quadragon Requirement: Diamond, Ruby or Opal of 500+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Fire Source Magic to cause a "5X" foot-radius crimson cloud to appear within 100X feet of the wielder and last X-minutes. The cloud moves by natural air currents. Any target caught within it suffers 1d10+5 **Current Trait** damage per Turn. In addition to producing heat, the wielder can use 1 Action to cause the cloud to implode when desired (or it automatically implodes at the end of the Power). When imploding, the cloud ignites instantly with furious fire and damages anything within the cloud for 5d10+5 additional **Current Trait** damage when failing a Body Core Ruling against a Problematic Ruling Level. When successful, only 1d10+5 **Current Trait** damage is received instead. Only one Cloud of Implosion Power can be controlled at any given time by a wielder.

FIRE SOURCE: Empowered Quadragon Power

Time Requirement: 10 Actions per **Current Spirit** spent

Trait Investment: 1 or more **Current Spirit** plugged into all X-values

Quadragon Requirement: Diamond, Ruby or Opal of 1000+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Fire Source Magic to release additional Powers without needing another Quadragon to do so! As a result, the wielder uses the **Empowered Quadragon** as a means of releasing 'spells.' The **FIRE SOURCE: Empowered Quadragon Power** lasts for X-days to release spells. If the wielder knows how to trigger the desired Power and has this **Empowered Quadragon** in-hand, that Power can be triggered from the same **Empowered Quadragon** with the desired Power's **Current Spirit** investment to *charge* and then manifest it. In the attempt to manifest the desired Power, the wielder must first succeed with a **MIND: Trigger Charged Quadragon Ability** at a Problematic Ruling Level instead of an Involved Ruling Level normally (with one trigger type); each additional trigger type increases the Ruling Level by one. This Power cannot be used to trigger another **Empowered Quadragon Power**. Special note: this Power is the only one in which the triggered **Quadragon** does not lose its *charge* until X-days have passed.

FIRE SOURCE: Fiery Metal Power

Time Requirement: 1 Action per **Current Spirit** spent

Trait Investment: 1 or more **Current Spirit** plugged into all X-values

Quadragon Requirement: Diamond, Ruby or Opal of 100+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Fire Source Magic to bestow a magical flame upon any metal surface that weighs less than X-pounds. When the Power is triggered, the magical flame can be told to ignore damaging specific targets for immunity to it. The magical flame causes 2d10 **Current Trait** damage when touching a target that is not immune; it also provides X-feet of magical light and also maintains warmth that the temperature does not fall below 32 degrees F within X-feet of the **Fiery Metal**. This Power lasts X-days; if a wielder triggers the same Power when the first one is active, two powers combine to extend all X-factors.

FIRE SOURCE: Fiery Smoke Power

Time Requirement: 1 Action per **Current Spirit** spent

Trait Investment: 1 or more **Current Spirit** plugged into all X-values

Quadragon Requirement: Diamond, Ruby or Opal of 400+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Fire Source Magic to fill an X by X Square volume with hot smoke. This Power can be triggered up to 10X feet away and lasts X-minutes. Anyone inside an affected Square is temporarily Blinded when failing a Sense Core Ruling against a Problematic Ruling Level. If Blinded, a target begins to see again Xd10 Turns later. All targets inside the Fiery Smoke volume suffer 1d10 **Current Trait** damage every Turn within it and begin to Suffocate immediately. This Power is affected by air currents. If a wielder triggers the same Power when the first one is active, they are treated independently such that an overlapped area would cause 2d10 **Current Trait** damage every Turn instead.

FIRE SOURCE: Fire Field Power

Time Requirement: 2 Actions per **Current Spirit** spent

Trait Investment: 1 or more **Current Spirit** plugged into all X-values

Quadragon Requirement: Diamond, Ruby or Opal of 200+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Fire Source Magic to create X-number of Fire-Squares. Any specific Square can be designated to erupt with a burst of 2d10+2X points of **Current Trait** damage, such that if anyone (living, unliving or spiritual entity) enters that Square, the eruption automatically and instantly occurs. A wielder can design a field of fire-Squares within 100X feet away and any Square can be designated to erupt as long as it is not currently occupied by a being and there is some type of ground surface where the fire is able to burst. Each fire-Square lasts for X-weeks, unless it is erupted.

A wielder cannot designate the same Square to have multiple fire-eruptions, but if the same Power is used again on the same fire-Square, a fire-Square last X-months (2 Powers in same Square), X-seasons (3 Powers in same Square) or X-years (4 Powers in each Square). The wielder that triggers this Power is able to know which Squares have been chosen, and communicate that information to others if desired.

FIRE SOURCE: Fire Rupture Power

Time Requirement: 2 Actions per **Current Spirit** spent

Trait Investment: 1 or more **Current Spirit** plugged into all X-values

Quadragon Requirement: Diamond, Ruby or Opal of 1000+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Fire Source Magic to wreak a powerful explosion upon a specified Square up to 100X feet away that does not have a living target within it. The Fire Rupture instantly causes a massive bellow of flame outward in all directions up to X-Squares away. Centered on the Square, 10d10+X points of **Current Trait** damage is given and every Square away from the center-Square receives one less d10+X **Current Trait** damage; *as a example, a target standing 2 Squares away from the center-Square would receive 8d10+10 damage.* At more than 10 Squares away, 10 **Current Trait** damage would still be received. *For instance, if a wielder had invested 15 Current Spirit into this Power, a target 15 Squares away would still receive 10 damage, but at 16 Squares, no damage.* As a magical fire, any target struck by the Fire Rupture continues to receive 1d10 **Current Trait** damage for X-Turns thereafter (unless extinguished by a Water Source Power).

FIRE SOURCE: Flaming Funnel Power

Time Requirement: 2 Actions per **Current Spirit** spent

Trait Investment: 1 or more **Current Spirit** plugged into all X-values

Quadragon Requirement: Diamond, Ruby or Opal of 200+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Fire Source Magic to cause a funnel of fire to appear within 100X feet away that occupies 10 Square by 10 Square area on the ground, and spirals upward 100 feet into the air above and lasts X-Turns. The wielder is able to command the Flaming Funnel to move 1 Square any direction with any 1 Action (or more Squares if a wielder has additional Action#s per Turn). Any target that is in the funnel must successfully make a Problematic Ruling Level against a Body Core Ruling each Turn in the funnel. If successful, a target only receives 2 **Current Trait** damage in the base of the funnel and is able to maintain desired movement. If the roll fails, the target suffers 2d10 **Current Trait** damage because of being swept into the core of the funnel's vortex cone; each additional Turn inside the funnel's core, the target suffers an additional 2d10 **Current Trait** damage and can only attempt to break free of it using a Body Core Ruling against a Problematic Ruling Level; if successful, breaking free flings the target up to 20 Squares away in a random direction and inflicts 5d10 **Current Trait** damage if falling back to the base of the funnel from the core (the **Game Designer** might adjust damage if the fall is not even with the base). If a wielder triggers the same Power when the first one is active, two powers merge by making Ruling Level rolls one degree higher as well as extending the overall time of the Funnel.

FIRE SOURCE: Ignite Flame Power

Time Requirement: 1 Action per **Current Spirit** spent

Trait Investment: 1 or more **Current Spirit** plugged into all X-values

Quadragon Requirement: Diamond, Ruby or Opal of 50+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Fire Source Magic to ignite a searing hot flame that reaches X-feet in height and consumes an entire Square within 10X feet of the wielder that causes 1d10+5 points of **Current Trait** damage. Anything flammable has at least a 5 in 10 chance of igniting by the flame. The flame continues to burn X-Turns thereafter; anything catches fire and continues to burn 1d10 points of **Current Trait** damage each Turn or until extinguished by any Water-based Power.

FIRE SOURCE: Pure Flame Power

Time Requirement: 1 Action per **Current Spirit** spent

Trait Investment: 1 or more **Current Spirit** plugged into all X-values

Quadragon Requirement: Diamond, Ruby or Opal of 50+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Fire Source Magic to bestow a constant flame that does not harm the wielder. Pure Flame lasts X-hours and gives off a light aura that is 10X outward. Beyond that range, the light from the Pure Flame magically falls away. If a target gets within X-feet of the Pure Flame, the wielder can command it to lash outward (1 Action required) to have a 5 in 10 chance of striking any target for 1d10 **Current Trait** damage. A Pure Flame can lash out any number of times each Turn as long as the wielder has Action numbers to use. If a wielder triggers the same Power when the first one is active, two Powers combine and instead of lasting a number of hours, it lasts days instead.

FIRE SOURCE: Raise Flame Power

Time Requirement: 1 Action per **Current Spirit** spent

Trait Investment: 1 or more **Current Spirit** plugged into all X-values

Quadragon Requirement: Diamond, Ruby or Opal of 50+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Fire Source Magic to cause flames to rise out of the earth X-feet, plus an additional 10 feet each Turn for X-Turns. Initially, just one Square is affected, but each additional Turn, any adjacent Square can be designated by the wielder to erupt in fire as well. Initially, the flames cause 1d10+1 **Current Trait** damage. However, each additional Turn that passes, the damage increases by +1, so that on the 2nd Turn, the flames would cause 1d10+2 damage instead of 1d10+1. As a magical fire (vulnerable by extinguishing from a Water Source Power), any target damaged with Raise Flame also suffers +1 **Current Trait** damage each Turn this Power remains active. If a wielder triggers the same Power when the first one is active, two powers combine and the number of Turns is increased.

FIRE SOURCE: Resist Fire Power

Time Requirement: 5 Action#s per **Current Spirit** spent

Trait Investment: 1 or more **Current Spirit** plugged into all X-values

Quadragon Requirement: Diamond, Ruby or Opal of 500+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Fire Source Magic to bestow the ability upon oneself or a desired target to resist up to Xd10+5X points of **Current Trait** damage caused by any Fire Power as well as gain a +50% bonus to any Ruling Level roll against a Fire Power for X-Days; the target that receives this Power is able to roll the Xd10+5X amount immediately when triggered. Any damage received is first negated from the **Resist Fire Power**, as long as it is active. If a wielder triggers the same Power when the first one is active, the Xd10+5 resist amount is increased as well as the X-Days amount.

FIRE SOURCE: Scorching Blast Power

Time Requirement: 1 Action per **Current Spirit** spent

Trait Investment: 1 or more **Current Spirit** plugged into all X-values

Quadragon Requirement: Diamond, Ruby or Opal of 400+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Fire Source Magic to create a giant blast of flame to impact and cause fire upon everything in a 4 Square by 4 Square region—inflicting 4d10+4 **Current Trait** damage to anything in it. The blast ends as fast as it impacts, but is so powerful that a Difficult Ruling Level must be successful against a Body Core Ruling or a target also is launched in a random direction up to 1d10 Squares away, and suffers an additional 1d10 **Current Trait** damage for each Square moved. The scorching flame continues to burn anything that caught fire for an additional 1d10+4 **Current Trait** damage for X-Turns thereafter (or until a Water Source Power is used on an affected person).

FIRE SOURCE: Searing Sphere Power

Time Requirement: 1 Action per **Current Spirit** spent

Trait Investment: 1 or more **Current Spirit** plugged into all X-values

Quadragon Requirement: Diamond, Ruby or Opal of 600+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Fire Source Magic to create a giant orb of searing, ashen particles that appears around a single target (must be touched by the wielder) that also moves as the target moves. The Sphere is 6 Squares in radius. The wielder that triggered the Power as well as the chosen target are both immune to all influences of the Searing Circle; in addition, the target is able to make other targets immune to the Searing Sphere at any time if desired. Anyone non-immune target that is in range of the Sphere must successfully make a Sense Core Ruling against a Complex Ruling Level each Turn or be Blinded outright. In addition to being blinded, each turn a non-immune target remains inside the Sphere receives 1d10+6 **Current Trait** damage each Turn when failing a Body Core Ruling against a Troublesome Ruling Level. If the Body Core Ruling fails, a target inhales the ashen particles and suffers 1d10+6 **Current Trait** damage for an additional 6d10 Turns each time a failed roll occurs. This Power only lasts 60 seconds once it has been triggered, but if a wielder triggers the same Power when the first one is active, two powers combine and the number of Seconds is increased.

FIRE SOURCE: Sunfire Seed Power

Time Requirement: 8 Actions per **Current Spirit** spent

Trait Investment: 1 or more **Current Spirit** plugged into all X-values

Quadragon Requirement: Diamond, Ruby or Opal of 800+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Fire Source Magic to fertilize a seed into a great weapon of explosive might. When the Power is triggered, a target must be specified to use the Sunfire Seed; at that moment, the Quadragon turns into a red seed with magnificent capabilities that lasts for X-days. When the 'specified target' of this Power throws or fires the seed (such as attaching it to an arrow or used in a sling) such that it travels faster than 10 miles per hour on impact, an Attack roll is needed. Upon impact, the seed explodes for 8d10+8 points of **Current Trait** damage at the center-point of impact. Every 10 feet away from the center point, targets receives 10 less damage, but any living target that receives any damage is also Blinded and Deafened for X-Turns when failing a Sense Core Ruling against an Outrageous Ruling Level. A wielder can trigger and use multiple Sunfire Seed Powers at the same time and each is treated independently.

FIRE SOURCE: Warming Heat Power

Time Requirement: 5 Actions per **Current Spirit** spent

Trait Investment: 1 or more **Current Spirit** plugged into all X-values

Quadragon Requirement: Diamond, Ruby or Opal of 50+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Fire Source Magic to bestow the ability for any non-living target to give off heat for X-Hours (the non-living target must be physically touched for the Power to be triggered). The Square occupied by the non-living target and the volume up to 5-Squares away is affected by the temperature influence. The amount of heat given off depends on the desire of the wielder that triggered it. The heat range can be varied from the natural temperature as high as 500 degrees F and can be raised or lowered to the desired temperature within 1-minute as long as the wielder remains within 100X-feet from the non-living target. If the temperature increases above 212 degrees F, water boils and certain objects can ignite flame when ruled by the **Game Designer**. Additionally, **Current Trait** damage might be caused when a target touches or interacts with certain objects, substances and materials in the affected volume (**GD** Ruling). A wielder can only trigger and use one Power on any given non-living target.

Mind Source Powers

MIND SOURCE POWERS	Time Req.	Trait Req.	Quadragon Req.
MIND SOURCE: Continual Rage	5 Actions/cMI	1+ cMI	100+ Crystals
MIND SOURCE: Empowered Quadragon	10 Actions/cMI	1+ cMI	1000+ Crystals
MIND SOURCE: Friendly Persuasion	2 Actions/cMI	1+ cMI	200+ Crystals
MIND SOURCE: Healing Greater	2 Actions/cMI	1+ cMI	300+ Crystals
MIND SOURCE: Healing Lesser	2 Actions/cMI	1+ cMI	100+ Crystals
MIND SOURCE: Multilingual Linking	1 Action/cMI	1+ cMI	50+ Crystals
MIND SOURCE: Psychic Confusion	1 Action/cMI	1+ cMI	400+ Crystals
MIND SOURCE: Psychic Domination	1 Action/cMI	1+ cMI	1000+ Crystals
MIND SOURCE: Psychic Shield	1 Action/cMI	1+ cMI	100+ Crystals
MIND SOURCE: Psychic Sword	3 Actions/cMI	1+ cMI	300+ Crystals
MIND SOURCE: Recovery	10 Actions	1 cMI	50+ Crystals
MIND SOURCE: Remove Mind	2 Actions/cMI	1+ cMI	800+ Crystals
MIND SOURCE: Starting Turn Strategy	50 Actions/cMI	1+ cMI	500+ Crystals
MIND SOURCE: Telekinetic Grasping	2 Actions/cMI	1+ cMI	200+ Crystals
MIND SOURCE: Telekinetic Thrusting	1 Action/cMI	1+ cMI	400+ Crystals
MIND SOURCE: Trade Insight	50 Actions/cMI	1+ cMI	500+ Crystals

MIND SOURCE: Continual Rage Power

Time Requirement: 5 Actions per **Current Mind** spent

Trait Investment: 1 or more **Current Mind** plugged into all X-values

Quadragon Requirement: Diamond, Amethyst or Citrine of 100+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Mind Source Magic to bestow +1d10% to all Melee Attack rolls and +1d10 to all Melee Damage rolls for X-minutes. If a second gem is used on a target already bestowed with the same Power, it extends the X-minutes duration and gives a bonus +3% to Attack and +1 Damage.

MIND SOURCE: Friendly Persuasion Power

Time Requirement: 2 Actions per **Current Mind** spent

Trait Investment: 1 or more **Current Mind** plugged into all X-values

Quadragon Requirement: Diamond, Amethyst or Citrine of 200+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Mind Source Magic to befriend another target able to speak and understand the same language of the wielder's language for X-Hours. If the target fails a Mind Core Ruling against a Troublesome Ruling Level, the target acts like a friend to the wielder from that moment onward. The target is nice and may do simple tasks for the wielder when requested to do so. A task request requires the wielder to spend 1 or more Actions of talking (and the target must be able to hear the wielder). Depending on what is asked, the target is allowed additional Ruling Level checks (severity of Ruling Level based on the **Game Designer's** judgment). Anytime a target is asked to do something, the target receives a Ruling Level roll to break free from the persuasion. However, if a target is asked to do something and fails a Ruling Level roll, that request remains in the target's mind for the duration of the Power. Friendly, non-aggressive requests from the wielder to a target like, "*why don't you put down that sword and chat*" have high Ruling Levels like Outrageous or Extreme, but requests that require the target to influence other persons, targets or put his or her life at risk have very low Ruling Levels. If an additional gem is used on a target already affected with the same Power, it increases the Ruling Level by one level. If two or more wielders are attempting to persuade the mind of one target, both Powers have influence.

MIND SOURCE: Empowered Quadragon Power

Time Requirement: 10 Actions per **Current Mind** spent

Trait Investment: 1 or more **Current Mind** plugged into all X-values

Quadragon Requirement: Diamond, Amethyst or Citrine of 1000+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Mind Source Magic to release additional Powers without needing another Quadragon to do so! As a result, the wielder uses the **Empowered Quadragon** as a means of releasing 'spells.' The **MIND SOURCE: Empowered Quadragon Power** lasts for X-days to release spells. If the wielder knows how to trigger the desired Power and has this **Empowered Quadragon** in-hand, that Power can be triggered from the same **Empowered Quadragon** with the desired Power's **Current Mind** investment to *charge* and then manifest it. In the attempt to manifest the desired Power, the wielder must first succeed with a **MIND: Trigger Charged Quadragon Ability** at a Problematic Ruling Level instead of an Involved Ruling Level normally (with one trigger type); each additional trigger type increases the Ruling Level by one. This Power cannot be used to trigger another **Empowered Quadragon Power**. Special note: this Power is the only one in which the triggered **Quadragon** does not lose its *charge* until X-days have passed.

MIND SOURCE: Healing Greater Power

Time Requirement: 2 Actions per **Current Mind** spent

Trait Investment: 1 or more **Current Mind** plugged into all X-values

Quadragon Requirement: Diamond, Amethyst or Citrine of 300+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Mind Source Magic to bestow an immediate 5d10+5 boost to the **Current Mind** score. If an intended target is farther away than the Same Square, the wielder must also spend X-points of **Current Mind**, where 'X' is the number of Squares between the wielder and the target.

MIND SOURCE: Healing Lesser Power

Time Requirement: 2 Actions per **Current Mind** spent

Trait Investment: 1 or more **Current Mind** plugged into all X-values

Quadragon Requirement: Diamond, Amethyst or Citrine of 100+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Mind Source Magic to bestow an immediate 1d10+1 boost to the **Current Mind** score. If an intended target is farther away than the Same Square, the wielder must also spend X-points of **Current Mind**, where 'X' is the number of Squares between the wielder and the target.

MIND SOURCE: Multilingual Linking Power

Time Requirement: 1 Action per **Current Mind** spent

Trait Investment: 1 or more **Current Mind** plugged into all X-values

Quadragon Requirement: Diamond, Amethyst or Citrine of 50+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Mind Source Magic to bestow the ability to understand any desired target (of any language) when making mind-to-mind contact within X-Squares for X-Hours. If the wielder is within distance of the target, and a target is willing to make mental contact to the wielder, any mental thought can be heard and understood in any language when the wielder successfully makes a Mind Core Ruling against an Involved Ruling Level each Turn. If the Ruling Level roll fails on a given Turn, the target must be asked to repeat the thought another time on the next Turn. The amount of information that is able to be conveyed per Turn is up to the **Game Designer's** judgment. If an additional gem is used on a target already affected with the same Power, it increases the Ruling Levels by one level. If an additional gem is use on a target already affected with the same Power, it decreases the Ruling Level by one level.

MIND SOURCE: Psychic Confusion Power

Time Requirement: 1 Action per **Current Mind** spent

Trait Investment: 1 or more **Current Mind** plugged into all X-values

Quadragon Requirement: Diamond, Amethyst or Citrine of 400+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Mind Source Magic to bestow outright confusion so that the target is in a state of **Shock** every Turn, drained 1 **Current Mind** point each Turn as well as has a 50% chance of not acting at all (staring blankly) instead of taking a desired action each Turn when under the influence of this Power. This Power is able to be used on any target within 4X Squares of the wielder and it lasts X-minutes, although if the target is able to make a successful Mind Core Ruling against a Difficult Ruling Level (once per Turn allowed), the Power ceases to function on the target from that time on. If an additional gem is used on a target already affected with the same Power, the chance of not taking an action is increased by 10%.

MIND SOURCE: Psychic Domination Power

Time Requirement: 1 Action per **Current Mind** spent

Trait Investment: 1 or more **Current Mind** plugged into all X-values

Quadragon Requirement: Diamond, Amethyst or Citrine of 1000+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Mind Source Magic to **Dominate** a target up to 10X Squares away and lasts X-minutes, but only if the target has a **Current Mind** of 9 or less and fails a Mind Core Ruling against a Problematic Ruling Level roll. Each Turn, the wielder is able to use 1 **Action** to give specific direction to the **Dominated** target. Being **Dominated** means that the target performs any service demanded by the wielder as long as that service does not harm the **Dominated** target. A Dominated target is allowed a Mind Core Ruling each Turn to break free from the Power (causing the Power to cease), but at a Difficult Ruling Level. Once the Power ends, all **Dominated** targets are released from the wielder's Power and understands what had been performed against one's will. If an additional gem is used on a target already affected with the same Power, the X-minute duration is enhanced as well as the Ruling Level.

MIND SOURCE: Psychic Shield Power

Time Requirement: 1 Action per **Current Mind** spent

Trait Investment: 1 or more **Current Mind** plugged into all X-values

Quadragon Requirement: Diamond, Amethyst or Citrine of 100+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Mind Source Magic to protect one against any **Telepathic** or **Psychic Ability** or Power by giving a 50+5d10% bonus to any Ruling Level roll for up to X-days. *Examples would include resisting the MIND SOURCE: Psychic Domination and Psychic Sword Powers.* If an additional gem is use on a target already affected with the same Power, the X-day duration is shifted to 2X-days and increases the bonus by an additional 1d10%.

MIND SOURCE: Psychic Sword Power

Time Requirement: 3 Actions per **Current Mind** spent

Trait Investment: 1 or more **Current Mind** plugged into all X-values

Quadragon Requirement: Diamond, Amethyst or Citrine of 300+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Mind Source Magic to create a semi-corporeal sword made of mental energies that lasts X-Hours. The sword is treated as a weapon that requires 2 Action#s to attack with normally, is treated as a Slash Type weapon, has a 10% weapon ATT number and gives 1d10 points of **Current Trait** damage to any target it hits for every 10 points of the wielder's **Maximum Mind**. In addition to **Current Trait** damage, each successful strike also causes 1 extra point of **Current Mind** damage for every 10 points of the wielder's **Current Mind** score. If an additional gem is used on a target already affected with the same Power, the X-hour duration is increased. It should be noted that only the wielder that triggered this Power is able to use the Psychic Sword and focus damage through it; however, anyone else is able to hold it physically if desired.

MIND SOURCE: Recovery Power

Time Requirement: 10 Actions

Trait Investment: 1 **Current Mind**

Quadragon Requirement: Diamond, Amethyst or Citrine of 50+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Mind Source Magic to give a period of Rest even when the target is not able to Rest. In addition, if the target has already used any of the **Recovery When Enfeebled Ability** for the day, the target is recovered a second time for the day. If an intended target is farther away than an Adjacent Square, this ability cannot be used.

MIND SOURCE: Remove Mind Power

Time Requirement: 2 Actions per **Current Mind** spent

Trait Investment: 1 or more **Current Mind** plugged into all X-values

Quadragon Requirement: Diamond, Amethyst or Citrine of 800+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Mind Source Magic to curse a target by penalizing the **Current Mind** by 8d10 for an X-hour length of time. However, a target struck by this Power cannot fall below a **Current Mind** of 5. A target can be struck up to 8X Squares away and is penalized when failing a Mind Core Ruling at a Problematic Ruling Level plus X. Only the **MIND SOURCE: Healing Greater Power** is able to restore **Current Mind** back to a target that has suffered this Power. One point of **Current Mind** is automatically restored after every hour that passes after the Power initially affects the target. If a second Quadragon is used on a target already bestowed with the same gem type's magic, a failed Ruling Level check gives an additional 2d10 penalty.

MIND SOURCE: Starting Turn Strategy Power

Time Requirement: 50 Actions

Trait Investment: 1 or more **Current Mind** plugged into all X-values

Quadragon Requirement: Diamond, Amethyst or Citrine of 500+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Mind Source Magic to bestow a bonus 50% + X% to any Starting Turn roll in a Combat Scenario. The Quadragon must have been previously triggered up to X-days in advance of any future Combat Scenario. Multiple Quadragons can be used per Combat Scenario, but each additional one increases the overall number of X-days in advance.

MIND SOURCE: Telekinetic Grasping Power

Time Requirement: 2 Actions per **Current Mind** spent

Trait Investment: 1 or more **Current Mind** plugged into all X-values

Quadragon Requirement: Diamond, Amethyst or Citrine of 200+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Mind Source Magic to bestow the ability to grab and lift objects mentally up to 20X pounds in weight at a distance up to 10X-Squares away for up to X-minutes once triggered. The amount of lift is equal to X-Squares per Turn in any direction with or without gravity. Grabbing and moving is equivalent to the wielder's **BODY: Grapple** and **BODY: Weight Threshold Abilities**, but at a distance. In addition, a wielder is able to use Weaponless and Throw Type attacks with this Power at a distance as well, as if those **Abilities** are used and Actions are accounted for. *For instance, the wielder can choose to lift a stone at a distance and throw it at a target, but the proper number of Action#s must be spent in doing so.* If a target is Telekinetically Grasped instead of an object, the target can attempt to resist the Telekinetic Grasp by one of two methods: first if succeeding against an Involved Ruling Level + X, and if second, by using the **BODY: Grapple Resist Ability**. If a second Quadragon is used at the same time, multiple Telekinetic forces can be controlled and maintained at the same moment (like having additional arms).

MIND SOURCE: Telekinetic Thrusting Power

Time Requirement: 1 Action per **Current Mind** spent

Trait Investment: 1 or more **Current Mind** plugged into all X-values

Quadragon Requirement: Diamond, Amethyst or Citrine of 400+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Mind Source Magic to thrust 100X pounds up to X-Turns, once triggered. Thrust is an impulse force given each Turn that has the potential to cause damage. The amount of thrust is equal to 2-Squares per Turn in a horizontal direction, 1-Square if moved upward against gravity or resistance flow each Turn, or 4-Squares if moved downward with gravity or flow each Turn. If a target or an object thrust into a target causes the target to be struck, such as being flung into a wall, for every X-Squares moved in distance, 1d10 points of **Current Trait** damage is given. Any target can attempt to resist a direct Telekinetic Thrust by succeeding against an Involved Ruling Level + X. If a second Quadragon is used at the same time, the number of Squares is increased by +1 and the Power increases again by X-Turns.

MIND SOURCE: Trade Insight Power

Time Requirement: 50 Actions

Trait Investment: 1 or more **Current Mind** plugged into all X-values

Quadragon Requirement: Diamond, Amethyst or Citrine of 500+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Mind Source Magic to bestow the gift of temporary wisdom upon the wielder that triggered the Power, so that any single Trade that has not been learned by a wielder can be understood for X-days as long as the **Current Mind** remains 5 or above; in the event that the **Current Mind** falls to a value below 5, this Power ceases to function. Once this Power ends by any means, the Trade Insights are lost as if the memory of how to perform those skills and bonuses never existed. If additional Quadragons are used at the same time, additional Trades can be understood.

Sense Source Powers

SENSE SOURCE POWERS	Time Req.	Trait Req.	Quadragon Req.
SENSE SOURCE: Attacking Enhancement	1 Action/cSE	1+ cSE	500+ Crystals
SENSE SOURCE: Automatic Hit Potential	1 Action/cSE	1+ cSE	200+ Crystals
SENSE SOURCE: Blend into Shadow	1 Action/cSE	1+ cSE	300+ Crystals
SENSE SOURCE: Complete Silence	1 Action/cSE	1+ cSE	300+ Crystals
SENSE SOURCE: Damaging Enhancement	1 Action/cSE	1+ cSE	400+ Crystals
SENSE SOURCE: Empowered Quadragon	10 Actions/cSE	1+ cSE	1000+ Crystals
SENSE SOURCE: Healing Greater	2 Actions/cSE	1+ cSE	300+ Crystals
SENSE SOURCE: Healing Lesser	2 Actions/cSE	1+ cSE	100+ Crystals
SENSE SOURCE: Pinpoint Location	1 Action/cSE	1+ cSE	500+ Crystals
SENSE SOURCE: Shadowy Circle	1 Action/cSE	1+ cSE	600+ Crystals
SENSE SOURCE: Superior Avoidance	1 Action/cSE	1+ cSE	500+ Crystals
SENSE SOURCE: Superior Awareness	1 Action/cSE	1+ cSE	500+ Crystals
SENSE SOURCE: Superior Hearing	1 Action/cSE	1+ cSE	100+ Crystals
SENSE SOURCE: Superior Quickness	1 Action/cSE	1+ cSE	300+ Crystals
SENSE SOURCE: Superior Sensing	1 Action/cSE	1+ cSE	100+ Crystals
SENSE SOURCE: Superior Vision	1 Action/cSE	1+ cSE	100+ Crystals

SENSE SOURCE: Attacking Enhancement Power

Time Requirement: 1 Action per **Current Sense** spent

Trait Investment: 1 or more **Current Sense** plugged into all X-values

Quadragon Requirement: Diamond, Bloodstone or Onyx of 500+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Sense Source Magic to bestow a 1d10+10% Attack bonus to any Ranged weapon for an X-hour length of time. If a second Quadragon is used on a target already bestowed with the same Power, it extends the length of time and also gives a +5% added Attack bonus. This Power bonus can be used at any distance.

SENSE SOURCE: Automatic Hit Potential Power

Time Requirement: 1 Action per **Current Sense** spent

Trait Investment: 1 or more **Current Sense** plugged into all X-values

Quadragon Requirement: Diamond, Bloodstone or Onyx of 200+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Sense Source Magic to give a target the **SENSE: Automatic Hit Potential Ability** at all times, without requiring a minimum **Current Sense** value to use it. A target must be touched to receive this Power. When triggered, this Power lasts X-minutes. If a second Quadragon is used on a target already bestowed with this Power, it extends the length of time.

SENSE SOURCE: Blend into Shadow Power

Time Requirement: 1 Action per **Current Sense** spent

Trait Investment: 1 or more **Current Sense** plugged into all X-values

Quadragon Requirement: Diamond, Bloodstone or Onyx of 300+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Sense Source Magic to enhance the **SENSE: Sight Cloaking Ability** by 3d10+30% when moving or 5d10+50% when immobile. This Power also causes the target's worn items, skin tone and other features to refract light in patterns to help create camouflage. A target must be touched to receive this Power. When triggered, this Power lasts X-minutes. If a second Quadragon is used on a target already bestowed with this Power, it extends the length of time.

SENSE SOURCE: Complete Silence Power

Time Requirement: 1 Action per **Current Sense** spent

Trait Investment: 1 or more **Current Sense** plugged into all X-values

Quadragon Requirement: Diamond, Bloodstone or Onyx of 300+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Sense Source Magic to enhance the **SENSE: Sound Cloaking Ability** by 1d10+100% when moving or immobile. This Power also causes all Squares that are occupied by the target to receive this 1d10+100% bonus due to a 'bubble of buffering' so that any talking or attacks made by the target is drowned out by silence. A target must be touched to receive this Power; a target can also include a non-living object like a rock. When triggered, this Power lasts X-minutes. If a second Quadragon is used on a target already bestowed with this Power, it extends the length of time.

SENSE SOURCE: Damaging Enhancement Power

Time Requirement: 1 Action per **Current Sense** spent

Trait Investment: 1 or more **Current Sense** plugged into all X-values

Quadragon Requirement: Diamond, Bloodstone or Onyx of 400+ Crystals

Ability Definition: A Quadragon has been previously instilled with **Current Spirit** can be charged with Sense Source Magic to bestow a +1d10 Damage bonus to any Ranged weapon for an X-hour length of time. If a second gem is used on a target already bestowed with the same Power, it extends the length of time and also gives a +2 added Damage bonus. This Power bonus can be used at any distance.

SENSE SOURCE: Empowered Quadragon Power

Time Requirement: 10 Actions per **Current Sense** spent

Trait Investment: 1 or more **Current Sense** plugged into all X-values

Quadragon Requirement: Diamond, Bloodstone or Onyx of 1000+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Sense Source Magic to release additional Powers without needing another Quadragon to do so! As a result, the wielder uses the **Empowered Quadragon** as a means of releasing 'spells.' The **SENSE SOURCE: Empowered Quadragon Power** lasts for X-days to release spells. If the wielder knows how to trigger the desired Power and has this **Empowered Quadragon** in-hand, that Power can be triggered from the same **Empowered Quadragon** with the desired Power's **Current Sense** investment to *charge* and then manifest it. In the attempt to manifest the desired Power, the wielder must first succeed with a **MIND: Trigger Charged Quadragon Ability** at a Problematic Ruling Level instead of an Involved Ruling Level normally (with one trigger type); each additional trigger type increases the Ruling Level by one. This Power cannot be used to trigger another **Empowered Quadragon Power**. Special note: this Power is the only one in which the triggered **Quadragon** does not lose its *charge* until X-days have passed.

SENSE SOURCE: Healing Greater Power

Time Requirement: 2 Actions per **Current Sense** spent

Trait Investment: 1 or more **Current Sense** plugged into all X-values

Quadragon Requirement: Diamond, Bloodstone or Onyx of 300+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Sense Source Magic to bestow an immediate 5d10+5 boost to the **Current Sense** score. If an intended target is farther away than the Same Square, the wielder must also spend X-points of **Current Sense**.

SENSE SOURCE: Healing Lesser Power

Time Requirement: 2 Actions per **Current Sense** spent

Trait Investment: 1 or more **Current Sense** plugged into all X-values

Quadragon Requirement: Diamond, Bloodstone or Onyx of 100+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Sense Source Magic to bestow an immediate 1d10+1 boost to the **Current Sense** score. If an intended target is farther away than the Same Square, the wielder must also spend X-points of **Current Sense**.

SENSE SOURCE: Pinpoint Location Power

Time Requirement: 1 Action per **Current Sense** spent

Trait Investment: 1 or more **Current Sense** plugged into all X-values

Quadragon Requirement: Diamond, Bloodstone or Onyx of 500+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Sense Source Magic to give the capability of choosing where a target's strike lands (if the attack is successful) on an opponent for an X-minute length of time as well as give an extra X-points of damage. A target must be touched to receive this Power. When triggered, this Power lasts X-minutes. If a second Quadragon is used on a target already bestowed with this Power, it extends the length of time.

SENSE SOURCE: Shadowy Circle

Time Requirement: 1 Action per **Current Sense** spent

Trait Investment: 1 or more **Current Sense** plugged into all X-values

Quadragon Requirement: Diamond, Bloodstone or Onyx of 600+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Sense Source Magic to enhance the **SENSE: Sight Cloaking Ability** of anyone within X-Squares of the wielder by 2d10+20% when moving or 4d10+40% when immobile. This Power also causes anyone in that volume to have their worn items, skin tone and other features to refract light in patterns to help create camouflage. Only the wielder that triggered this gem is able receive this Power.

When triggered, this Power lasts X-minutes. If a second Quadragon is used on a target already bestowed with this Power, it extends the length of time. This power can also work with the **SENSE SOURCE: Blend into Shadows Power** at the same time for an added bonus.

SENSE SOURCE: Superior Avoidance Power

Time Requirement: 1 Action per **Current Sense** spent

Trait Investment: 1 or more **Current Sense** plugged into all X-values

Quadragon Requirement: Diamond, Bloodstone or Onyx of 500+ Crystals

Ability Definition: A Quadragon that has been previously instilled with Sense Source Magic can be triggered to bestow a bonus 20+X% Total Defense to any target within X-Squares distance. When triggered, this Power lasts X-Minutes. If a wielder triggers the same Power when the first one is active, two Powers combine and instead of lasting a number of Minutes, it lasts Hours instead.

SENSE SOURCE: Superior Awareness Power

Time Requirement: 1 Action per **Current Sense** spent

Trait Investment: 1 or more **Current Sense** plugged into all X-values

Quadragon Requirement: Diamond, Bloodstone or Onyx of 500+ Crystals

Ability Definition: A Quadragon that has been previously instilled with Sense Source Magic can be triggered to bestow an extra +1 Action number up to X-Minutes. Normally, a wielder has +3 Action#s each Turn. In addition, the target that gains this Power also is able to identify hidden Powers that are dormant within 5X Squares, such as the **FIRE SOURCE: Fire Field Power**. If a wielder triggers the same Power when the first one is active, two Powers combine and last Hours instead of Minutes.

SENSE SOURCE: Superior Hearing Power

Time Requirement: 1 Action per **Current Sense** spent

Trait Investment: 1 or more **Current Sense** plugged into all X-values

Quadragon Requirement: Diamond, Bloodstone or Onyx of 100+ Crystals

Ability Definition: A Quadragon that has been previously instilled with Sense Source Magic can be triggered to give a 100% bonus for X-Minutes to the **SENSE: Five Senses Ability** due to the increased hearing capacity. This Power also bestows a +X% Melee Attack bonus. The target that receives this bonus must be within X-Squares of the wielder that triggers it. If a wielder triggers the same Power when the first one is active, two Powers combine and last Hours instead of Minutes. This Power can be used with the **SENSE SOURCE: Superior Vision or Sensing Power** at the same time.

SENSE SOURCE: Superior Quickness Power

Time Requirement: 1 Action per **Current Sense** spent

Trait Investment: 1 or more **Current Sense** plugged into all X-values

Quadragon Requirement: Diamond, Bloodstone or Onyx of 300+ Crystals

Ability Definition: A Quadragon that has been previously instilled with Sense Source Magic can be triggered to bestow the **SENSE: Quick Weapon Ability** for X-Minutes, even if the **Current Sense** is at any value. The target that receives this bonus must be within X-Squares of the wielder that triggers it. If a wielder triggers the same Power when the first one is active, two Powers combine and instead of lasting a number of Minutes, it lasts Hours instead.

SENSE SOURCE: Superior Sensing Power

Time Requirement: 1 Action per **Current Sense** spent

Trait Investment: 1 or more **Current Sense** plugged into all X-values

Quadragon Requirement: Diamond, Bloodstone or Onyx of 100+ Crystals

Ability Definition: A Quadragon that has been previously instilled with Sense Source Magic can be triggered to give a 100% bonus for X-Minutes to the **SENSE: Five Senses Ability** due to the increased touch, taste and smelling capacity. This Power also bestows a +X Melee Damage bonus.

The target that receives this bonus must be within X-Squares of the wielder that triggers it. If a wielder triggers the same Power when the first one is active, two Powers combine and instead of lasting a number of Minutes, it lasts Hours instead. This Power can be used with the SENSE SOURCE: Superior Hearing and Vision Powers at the same time.

SENSE SOURCE: Superior Vision Power

Time Requirement: 1 Action per **Current Sense** spent

Trait Investment: 1 or more **Current Sense** plugged into all X-values

Quadragon Requirement: Diamond, Bloodstone or Onyx of 100+ Crystals

Ability Definition: A Quadragon that has been previously instilled with Sense Source Magic can be triggered to give a 100% bonus for X-Minutes to the **SENSE: Five Senses Ability** due to the increased hearing capacity. This Power also bestows a +X% Ranged Attack bonus. The target that receives this bonus must be within X-Squares of the wielder that triggers it. If a wielder triggers the same Power when the first one is active, two Powers combine and instead of lasting a number of Minutes, it lasts Hours instead. This Power can be used with the SENSE SOURCE: Superior Hearing and Sensing Powers at the same time.

Spirit Source Powers

SPIRIT SOURCE POWERS	Time Req.	Trait Req.	Quadragon Req.
SPIRIT SOURCE: Core Ruling Focus	1 Action/cSP	1+ cSP	500+ Crystals
SPIRIT SOURCE: Death Immunity	1 Action/cSP	1+ cSP	1000+ Crystals
SPIRIT SOURCE: Empowered Quadragon	10 Actions/cSP	1+ cSP	1000+ Crystals
SPIRIT SOURCE: Healing Greater	2 Actions/cSP	1+ cSP	300+ Crystals
SPIRIT SOURCE: Healing Lesser	2 Actions/cSP	1+ cSP	100+ Crystals
SPIRIT SOURCE: Hold the Spirit	1 Action/cSP	1+ cSP	500+ Crystals
SPIRIT SOURCE: Necromantic Act	100 Actions	10 cSP	1000+ Crystals
SPIRIT SOURCE: Raising Restoration	1 Day	30+30 cSP	300+ Crystals
SPIRIT SOURCE: Soul Regeneration	2 Actions/cSP	1+ cSP	200+ Crystals
SPIRIT SOURCE: Source Negation	1 Action/cSP	1+ cSP	500+ Crystals
SPIRIT SOURCE: Spiritual Circle	6 Actions/cSP	1+ cSP	600+ Crystals
SPIRIT SOURCE: Spiritual Shield	3 Actions/cSP	1+ cSP	300+ Crystals
SPIRIT SOURCE: Spiritual Spear	10 Actions/cSP	1+ cSP	100+ Crystals
SPIRIT SOURCE: Spiritual Staff	5 Actions/cSP	1+ cSP	50+ Crystals
SPIRIT SOURCE: Spiritual Sword	5 Actions/cSP	1+ cSP	50+ Crystals
SPIRIT SOURCE: Turn into Spirit	1 Action/cSP	1+ cSP	700+ Crystals

SPIRIT SOURCE: Core Ruling Focus Power

Time Requirement: 1 Action per **Current Spirit** spent

Trait Investment: 1 or more **Current Spirit** plugged into all X-values

Quadragon Requirement: Diamond, Moonstone or Lapis of 500+ Crystals

Ability Definition: When a Character makes a Core Ruling against a **Body**, **Mind** or **Sense** Ruling Level, it is enhanced by 1d10+10% automatically for up to X-hours. The target that receives this bonus must be within X-Squares of the wielder that triggers it. If a wielder triggers the same Power when the first one is active, two Powers combine and instead of lasting a number of hours, it lasts days instead.

SPIRIT SOURCE: Death Immunity Power

Time Requirement: 10 Actions per **Current Spirit** spent

Trait Investment: 1 or more **Current Spirit** plugged into all X-values

Quadragon Requirement: Diamond, Moonstone or Lapis of 1000+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Spirit Source Magic to grant the target the supernatural ability to remain living when the target would normally have died. When the target would have normally died by failing a Death roll, the target goes into a special state of spiritual regeneration in which the soul continues to stay linked to the physical body at the moment of death (even if the body is torn apart limb from limb). At the moment the target would have normally died on the same Action#, all of the target's Four Traits are regenerated with 1d10+4 **Current Trait** points, and is spiritually put back together in the same 1 Action# if the physical body was torn, broken or destroyed. Once a target is regenerated, this Power ceases to function. The target must be physically touched to receive this Power initially, and the Power lasts up to X-days before it dissipates if it was never needed. If a wielder triggers the same Power when the first one is active, two Powers combine and instead of lasting a number of days, it lasts months instead.

SPIRIT SOURCE: Empowered Quadragon Power

Time Requirement: 10 Actions per **Current Spirit** spent

Trait Investment: 1 or more **Current Spirit** plugged into all X-values

Quadragon Requirement: Diamond, Moonstone or Lapis of 1000+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Spirit Source Magic to release additional Powers without needing another Quadragon to do so! As a result, the wielder uses the **Empowered Quadragon** as a means of releasing 'spells.' The **SPIRIT SOURCE: Empowered Quadragon Power** lasts for X-days to release spells. If the wielder knows how to trigger the desired Power and has this **Empowered Quadragon** in-hand, that Power can be triggered from the same **Empowered Quadragon** with the desired Power's **Current Spirit** investment to *charge* and then manifest it. In the attempt to manifest the desired Power, the wielder must first succeed with a **MIND: Trigger Charged Quadragon Ability** at a Problematic Ruling Level instead of an Involved Ruling Level normally (with one trigger type); each additional trigger type increases the Ruling Level by one. This Power cannot be used to trigger another **Empowered Quadragon Power**. Special note: this Power is the only one in which the triggered **Quadragon** does not lose its *charge* until X-days have passed.

SPIRIT SOURCE: Healing Greater Power

Time Requirement: 2 Actions per **Current Spirit** spent

Trait Investment: 1 or more **Current Spirit** plugged into all X-values

Quadragon Requirement: Diamond, Moonstone or Lapis of 300+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Spirit Source Magic to bestow an immediate 3d10+3 boost to the **Current Spirit** score. If an intended target is farther away than the Same Square, the wielder must also spend X-points of **Current Spirit**, where 'X' is the number of Squares between the wielder and the target.

SPIRIT SOURCE: Healing Lesser Power

Time Requirement: 2 Actions per **Current Spirit** spent

Trait Investment: 1 or more **Current Spirit** plugged into all X-values

Quadragon Requirement: Diamond, Moonstone or Lapis of 100+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Spirit Source Magic to bestow an immediate 1d10 boost to the **Current Spirit** score. If an intended target is farther away than the Same Square, the wielder must also spend X-points of **Current Spirit**, where 'X' is the number of Squares between the wielder and the target.

SPIRIT SOURCE: Hold the Spirit Power

Time Requirement: 10 Minutes

Trait Investment: 1 or more **Current Spirit** plugged into all X-values

Quadragon Requirement: Diamond, Moonstone or Lapis of 500+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Spirit Source Magic to hold the spirit of a slain wielder. After the moment of a target's death, the wielder has a number of hours to perform this Ability successfully to keep a slain target's spirit attached to the physical body. The number of hours a wielder has is equal to the wielder's **Maximum Spirit** value. *For example, a wielder with a 55 Maximum Spirit can attempt to use this Ability on any target that has been dead for 55 hours or less.* In order to keep the soul attached, the wielder's Spirit Core Ruling needs to be successful against a "Complex" Ruling Level roll. If successful, the spirit still binds to the target's body for a number of days equal to wielder's **Maximum Spirit** number, so that it is possible for a **SPIRIT: Reawakening Ability** or **SPIRIT: Reawakening Power** to take place. If a wielder triggers the same Power when the first one is active, two Powers combine.

SPIRIT SOURCE: Necromantic Act Power

Time Requirement: 100 Actions

Trait Investment: 10 **Current Spirit**

Quadragon Requirement: Diamond, Moonstone or Lapis of 1000+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Spirit Source Magic to bring back anyone that has been dead for any length of time by physical touch. In order to activate this Power, the wielder must spend 10 **Current Spirit**. The Character must then make a Spirit Core Ruling against an "Extreme" Ruling Level plus 1% for every year the target has been deceased. If successful, the target returns to a newly-formed physical body (created by spiritual forces) over the next 10 Action#s. But if the attempt fails, the target's spirit is not able to return; instead, a negative spiritual force overtakes the physical body and literally drives away the target's spirit. The result is an "unliving" creature that has been brought into the world. The type of unloving creature that is formed depends on what type of negative spirit overtakes the newly formed flesh. Due to the risks involved with this Ability, the **Game Designer** must secretly make a %d10 roll to determine the type, power and magnitude of what unliving creature has been created.

SPIRIT SOURCE: Raising Restoration Power

Time Requirement: 1 Day

Trait Investment: 30+30 **Current Spirit**

Quadragon Requirement: Diamond, Moonstone or Lapis of 300+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Spirit Source Magic to bring back to life a target that still has its soul attached to the body via the **SPIRIT: Hold the Spirit Ability** or **Power**. If this Power is successful by the wielder's physical touch, the soul is able to repair the body with spiritual energy. When the wielder attempts this Ability, 30 points of **Current Spirit** must first be invested into the Quadragon initially preparing the dead target for the ritual, and then another 30 **Current Spirit** points must be invested another 30 hours later at the end of the ritual (1 full day). The wielder must finish the process by attempting a Spirit Core Ruling against an "Outrageous" Ruling Level roll. If successful, the wielder's soul assists and repairs the target's physical body; the once-dead target returns to life. If the attempt against the "Outrageous" Ruling Level fails, another **SPIRIT: Hold the Spirit Ability** or **Power** can be attempted to start this process anew. If a wielder triggers the same Power when the first one is active, two Powers combine to lower the Ruling Level roll by 10%, but only 1 **Current Spirit** needs to be invested to the active **Raising Restoration Power**.

SPIRIT SOURCE: Soul Regeneration Power

Time Requirement: 2 Actions per **Current Spirit** spent

Trait Investment: 1 or more **Current Spirit** plugged into all X-values

Quadragon Requirement: Diamond, Moonstone or Lapis of 200+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Spirit Source Magic to regenerate back 1d10 **Current Spirit** points immediately, and 1 **Current Spirit** point each Minute for 2X-Minutes thereafter. The wielder must physically touch the target to give this Power. This Power can only be used once in a 30-hour period upon single Target. If a wielder triggers the same Power when the first one is active, it has no affect upon the same Target it was used upon.

SPIRIT SOURCE: Source Negation Power

Time Requirement: 1 Action per **Current Spirit** spent

Trait Investment: 1 or more **Current Spirit** plugged into all X-values

Quadragon Requirement: Diamond, Moonstone or Lapis of 500+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Spirit Source Magic to negate the ongoing Powers from any Magic Source immediately up to a 5 by 5-Square volume (or less) centered up to a distance of 5X Squares away from the wielder's Square. Any Powers that are ongoing in that region have a direct 50% chance of immediately ceasing. For every 1 **Current Spirit** invested by the wielder, that 50% chance can be increased by 1% if so chosen by wielder. Since this Power is instant, only one **Source Negation Power** is possible at a given moment.

SPIRIT SOURCE: Spiritual Circle Power

Time Requirement: 6 Actions per **Current Spirit** spent

Trait Investment: 1 or more **Current Spirit** plugged into all X-values

Quadragon Requirement: Diamond, Moonstone or Lapis of 600+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Spirit Source Magic to create a circle of magical protection 6X-Squares in radius etched on the ground around the wielder that activated the Quadragon for up to X-Hours. Once created, the **Spiritual Circle** is fixed to the desired position. The **Spiritual Circle** serves many functions. The wielder is able to designate up to X-targets within the **Circle** to receive all bonuses caused by the **Circle**. First, anyone designated as a target in the circle receives 1 **Current Trait** point per Hour (chosen by the specific target). Second, any Ruling Level roll made within the **Circle** is increased by X%. Third, every target receives a bonus when sensing Otherworldly Awareness up to 6X-Squares away and any living being that enters the **Circle** that is not designated by the wielder glows brightly. Fourth, every target gains the **SPIRIT: Fearlessness Ability** even if a target's **Current Spirit** is less than 50. Fifth, the **Spiritual Circle** acts exactly like a **SPIRIT: Meditative Wigwam** without needing to prepare it or use supplies. Lastly, each damaging strike caused upon a target in the **Circle** is first reduced by 6 points (to any of the Four Traits) that was caused by any weapon, target or Source Power. All bonus qualities of this Power only occur only when all designated targets stay within the bounds of the **Circle**; if any designated target leaves the bounds, this Power ends immediately for all that had the bonus. If a wielder triggers the same Power when the first one is active, the bounds of the **Spiritual Circle** combine for a greater range.

SPIRIT SOURCE: Spiritual Shield Power

Time Requirement: 3 Actions per **Current Spirit** spent

Trait Investment: 1 or more **Current Spirit** plugged into all X-values

Quadragon Requirement: Diamond, Moonstone or Lapis of 300+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Spirit Source Magic to bestow a shield of spiritual energy that is both weightless but very protective that appears as the **Shield** bearer's Aura. The **Spiritual Shield** lasts for 3X-Days and is able to be passed to any person designated by the wielder (up to 3X targets). Any non-designated target is still able to hold the **Shield**, but it does not provide any bonuses. When the **Shield** is used, it needs to be carried by 1-hand, but when it is actively used by a designated target, it provides a bonus 30% Total Defense against non-Source Magic attacks and an additional 3X% against Source Magic that requires Total Defense for comparison. This Power also reduces the **Current Trait** damage of any attack by 3 points. In addition, any Spiritual Attack Power used upon the bearer of the **Shield**, such as the **SPIRIT SOURCE: Spiritual Spear, Staff** and **Sword Powers**, do not affect the Shield bearer at all. If a wielder triggers the same Power when the first one is active, the **Spiritual Circles** combine for a bonus 5% to the Total Defense.

SPIRIT SOURCE: Spiritual Spear Power

Time Requirement: 10 Actions per **Current Spirit** spent

Trait Investment: 1 or more **Current Spirit** plugged into all X-values

Quadragon Requirement: Diamond, Moonstone or Lapis of 100+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Spirit Source Magic to create a spear of spiritual energy that is both weightless but very damaging. The **Spiritual Spear** of the Melee or Ranged Types that lasts 10X-Days. It can be thrown up to 10X Squares away toward a desired target before accumulating Ranged penalties. The **Spear** has a Sturdiness of 100, has an ACT# of 3, has an ATT of 1d10+10% and offers 1d10+10 **Current Trait** damage on a successful hit (instead of rolling for hitting the Head, Body or Limbs Regions using **Current Body** or **Mind** damage). In addition to causing **Current Trait** damage, any target struck by the **Spiritual Spear** always enters the **Soulless state** without any Ruling Level roll offered. In the event that the Spear hits or misses the target, the Spear returns to the wielder's hands 10 Turns later via spiritual teleportation (or it can be physically picked up again before that time by the wielder). The **SPIRIT SOURCE: Spiritual Shield Power** always negates all qualities of this Power completely. A wielder cannot trigger the same Power it instantaneously is created as fast as it ends.

SPIRIT SOURCE: Spiritual Staff Power

Time Requirement: 5 Actions per **Current Spirit** spent

Trait Investment: 1 or more **Current Spirit** plugged into all X-values

Quadragon Requirement: Diamond, Moonstone or Lapis of 50+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Spirit Source Magic to create a staff of spiritual energy that is both weightless but useful. The **Spiritual Staff** of the Melee Type lasts for 5X-Days and is able to be passed to any person designated by the wielder (up to 5X targets). Any non-designated target is still able to hold the **Staff**, but it does not provide any bonuses. When the **Staff** is used, it requires 2-hands. When it is actively used by a designated target, has an ACT# of 2, is of the Blunt Type, has a Sturdiness of 100 and provides a 5d10+5% ATT and offers 1d10+5 **Current Trait** damage on a successful hit (instead of rolling for hitting the Head, Body or Limbs Regions using **Current Body** or **Mind** damage). In addition to causing **Current Trait** damage, any target struck by the **Spiritual Staff** has a 50% chance to enter the **Soulless state**. In addition, the **Spiritual Staff** also provides a bonus X% Total Defense when held, due to the defensive nature of the weapon. The **SPIRIT SOURCE: Spiritual Shield Power** always negates all qualities of this Power completely. If a wielder triggers the same Power when the first one is active, the **Spiritual Staves** combine for a bonus 5% to the ATT and a combined X% to the Total Defense.

SPIRIT SOURCE: Spiritual Sword Power

Time Requirement: 5 Actions per **Current Spirit** spent

Trait Investment: 1 or more **Current Spirit** plugged into all X-values

Quadragon Requirement: Diamond, Moonstone or Lapis of 50+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Spirit Source Magic to create a sword of spiritual energy that is both weightless but very damaging. The **Spiritual Sword** of the Melee Type lasts for 5X-Days and is able to be passed to any person designated by the wielder (up to 5X targets). Any non-designated target is still able to hold the **Sword**, but it does not provide any bonuses. When the **Sword** is used, it requires 2-hands. When it is actively used by a designated target, has an ACT# of 2, can be of the Pierce or Slash Type, has a Sturdiness of 100 and provides a 5d10+5% ATT and offers 5d10 **Current Trait** damage on a successful hit (instead of rolling for hitting the Head, Body or Limbs Regions using **Current Body** or **Mind** damage). In addition to causing **Current Trait** damage, any target struck by the **Spiritual Sword** has a 50% chance to enter the **Soulless state**. The **SPIRIT SOURCE: Spiritual Shield Power** always negates all qualities of this Power completely. If a wielder triggers the same Power when the first one is active, the **Spiritual Swords** combine for a bonus 5% to the ATT.

SPIRIT SOURCE: Turn into Spirit Power

Time Requirement: 1 Action per **Current Spirit** spent

Trait Investment: 1 or more **Current Spirit** plugged into all X-values

Quadragon Requirement: Diamond, Moonstone or Lapis of 700+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Spirit Source Magic to turn the target's physical body and mind into pure spirit energy for up to 7X-Minutes; however, when this process occurs, the target is drained 7 **Current Spirit** points due to the transference of the physical body's energy into spirit. A wielder is able to affect a target up to 7-Squares away if desired when this Power is activated. If the target resists this Power when used, a Complex Ruling Level roll is needed for success to not be affected. As spirit energy, the **Current Mind** and **Current Body** scores are non-existent; any damage received to those scores does not apply. Secondly, the target is able to move in any direction (up, down, left, right, forward and back) as well as pass through any material at the target's normal Movement speed naked, plus 1 Square for every 10 points of the target's **Maximum Spirit**. Thirdly, all non-living objects that were held or worn by the target also become spirit energy and travel with the target. Finally, a target is able to use 3 Action#s at any time to phase back to material form, or back to spirit energy when desired. **Current Trait** damage caused by Source Powers has normal affect and influences on the target **Turned into Spirit**. If a wielder triggers the same Power when the first one is active, the target is able to move a bonus 1-Square faster than normal.

Water Source Powers

WATER SOURCE POWERS	Time Req.	Trait Req.	Quadragon Req.
WATER SOURCE: Arctic Landscape	10 Actions/cMI	1+ cMI	1000+ Crystals
WATER SOURCE: Blast of Icicles	1 Action/cMI	1+ cMI	300+ Crystals
WATER SOURCE: Breathe Water	1 Action/cMI	1+ cMI	100+ Crystals
WATER SOURCE: Corruptive Cloud	4 Actions/cMI	1+ cMI	400+ Crystals
WATER SOURCE: Empowered Quadragon	10 Actions/cMI	1+ cMI	1000+ Crystals
WATER SOURCE: Hailstorm	1 Action/cMI	1+ cMI	600+ Crystals
WATER SOURCE: Hold Back Water and Ice	1 Action/cMI	1+ cMI	100+ Crystals
WATER SOURCE: Icy Terrain	2 Actions/cMI	1+ cMI	200+ Crystals
WATER SOURCE: Petrifying Ice	1 Action/cMI	1+ cMI	100+ Crystals
WATER SOURCE: Poisonous Mist	1 Action/cMI	1+ cMI	800+ Crystals
WATER SOURCE: Remove Water	4 Actions/cMI	1+ cMI	400+ Crystals
WATER SOURCE: Resist Water and Ice	5 Actions/cMI	1+ cMI	500+ Crystals
WATER SOURCE: Turn into Water	1 Action/cMI	1+ cMI	100+ Crystals
WATER SOURCE: Walking Wave	9 Actions/cMI	1+ cMI	900+ Crystals
WATER SOURCE: Water Spring	50 Actions/cMI	1+ cMI	50+ Crystals
WATER SOURCE: Water of Life	10 Actions	10 cMI	1000+ Crystals

WATER SOURCE: Arctic Landscape Power

Time Requirement: 10 Actions per **Current Mind** spent

Trait Investment: 1 or more **Current Mind** plugged into all X-values

Quadragon Requirement: Diamond, Pearl or Aquamarine of 1000+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Water Source Magic to lower the temperature of a large region by -X degrees F over the course of X-Hours; once the desired temperature is reached, that region stays at that temperature for X-Days. An area of land can be influenced up to X by X-Miles (and any distance above that area). If a second Power is used at the same time as the first by the wielder, they combine for more overall area affected.

WATER SOURCE: Blast of Icicles Power

Time Requirement: 1 Action per **Current Mind** spent

Trait Investment: 1 or more **Current Mind** plugged into all X-values

Quadragon Requirement: Diamond, Pearl or Aquamarine of 300+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Water Source Magic to volley of hundreds of small icicles in a horizontal, vertical or diagonal line up to 30X Squares away through the air from the wielder's Square. Any target in the **Blast**-line is damaged for 3d10 points of **Current Trait** damage, and is also **Stunned** when failing a Difficult Ruling Level roll against a Mind Core Ruling. In addition, all Squares in the blast become icy and are treated at icy-terrain for the next 3X-Minutes. Since this Power is instantaneous, only one **Blast** is possible at any moment.

WATER SOURCE: Breathe Water Power

Time Requirement: 1 Action per **Current Mind** spent

Trait Investment: 1 or more **Current Mind** plugged into all X-values

Quadragon Requirement: Diamond, Pearl or Aquamarine of 100+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Water Source Magic to bestow the capability to breathe water for up to 10X-Minutes. At the moment this Power affect a target, **Suffocation** is removed. If a second Power is used at the same time as the first by the wielder, they combine for additional time.

WATER SOURCE: Corruptive Cloud Power

Time Requirement: 4 Actions per **Current Mind** spent

Trait Investment: 1 or more **Current Mind** plugged into all X-values

Quadragon Requirement: Diamond, Pearl or Aquamarine of 400+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Water Source Magic to cause a 4X by 4X Square-volume to become dangerous to breathe that lasts 4X Minutes. A wielder can create the **Corruptive Cloud** up to 40X Squares away. Any targets (including animal and plant life) suffer 1d10+4 **Current Trait** damage each Turn breathing in the **Corruptive Cloud** when failing a Body Core Ruling against a Difficult Ruling Level. Additionally, the **Cloud** has a chance of Blinding and removing the sense of Smell from a Target for 4X Hours when failing a Sense Core Ruling against an Involved Ruling Level. Every Minute after the initial exposure, targets that failed a previous Body Core Ruling against a Difficult Ruling Level suffers an additional 4 **Current Trait** damage; this process continues up to 40 Minutes thereafter or until a successful roll occurs. If a second Power is used at the same time as the first by the wielder, they combine for additional time of the initial cloud.

WATER SOURCE: Empowered Quadragon Power

Time Requirement: 10 Actions per **Current Mind** spent

Trait Investment: 1 or more **Current Mind** plugged into all X-values

Quadragon Requirement: Diamond, Pearl or Aquamarine of 1000+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Water Source Magic to release additional Powers without needing another Quadragon to do so! As a result, the wielder uses the **Empowered Quadragon** as a means of releasing 'spells.' The **WATER SOURCE: Empowered Quadragon Power** lasts for X-days to release spells (where 'X' is the number of **Current Mind** put into this Power). If the wielder knows how to trigger the desired Power and has this **Empowered Quadragon** in-hand, that Power can be triggered from the same **Empowered Quadragon** with the desired Power's **Current Mind** investment to *charge* and then manifest it. In the attempt to manifest the desired Power, the wielder must first succeed with a **MIND: Trigger Charged Quadragon Ability** at a Problematic Ruling Level instead of an Involved Ruling Level normally (with one trigger type); each additional trigger type increases the Ruling Level by one. This Power cannot be used to trigger another **Empowered Quadragon Power**. Special note: this Power is the only one in which the triggered **Quadragon** does not lose its *charge* until X-days have passed.

WATER SOURCE: Hailstorm Power

Time Requirement: 1 Action per **Current Mind** spent

Trait Investment: 1 or more **Current Mind** plugged into all X-values

Quadragon Requirement: Diamond, Pearl or Aquamarine of 300+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Water Source Magic to create a cloud overhead 300 Squares above the wielder that is 30 by 30-Squares in volume that lasts up to 3X-Minutes. The **Hailstorm** follows the wielder overhead (at the **Hailstorm's** center) and is able to bring down a volley of snowy-chunks of hail on the first Turn created, and every Turn thereafter when the wielder commands it to do so by investing 3 Action#s. When falling from the sky, they rain down upon 3 desired Squares chosen by the wielder in the volume. Each chosen Square receives 1d10+X **Current Trait** damage to anyone in a chosen Square if a volley successfully hits (a Same Square can be targeted twice or all three times if desired). For a chunk of hail to hit a target in the Square, the wielder must make an Attack roll using 3d10+30% plus the wielder's **Current Mind**. Each volley of hail takes up a space approximately 1-foot in diameter and remains until melted. If a second Power is used at the same time as the first by the wielder, they combine for additional time of the initial hailstorm.

WATER SOURCE: Hold Back Water and Ice Power

Time Requirement: 1 Action per **Current Mind** spent

Trait Investment: 1 or more **Current Mind** plugged into all X-values

Quadragon Requirement: Diamond, Pearl or Aquamarine of 100+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Water Source Magic to create a protective sphere around the wielder out to X-Squares in all directions (if desired) up to X-Minutes. As the wielder moves, all water and ice is repelled from the sphere to create a 'bubble'; this includes protecting against Power effects like the **WATER SOURCE: Hailstorm Power**. If a second Power is used at the same time as the first by the wielder, they combine for additional time.

WATER SOURCE: Icy Terrain Power

Time Requirement: 2 Actions per **Current Mind** spent

Trait Investment: 1 or more **Current Mind** plugged into all X-values

Quadragon Requirement: Diamond, Pearl or Aquamarine of 200+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Water Source Magic to create a 2-inch thick layer of ice in up to 20X Squares up to 200X Squares away that lasts up to 20X-Minutes at 33 degrees F or higher, or indefinitely below that temperature; every 4 degrees F higher than 33 also speeds the process of melting by shaving off 1-Minute. An **Icy Terrain** Square supports up to 2000 pounds of weight before cracking under it. Icy Squares appear frosted and have a reflective sheen. If desired by the wielder, some Squares do not need to contain ice, such as to create an ice-free path. If the creation of the ice-layer follows a plane (such as outward across a horizontal cliff), the ice-layer is able to form a bridge in the air. In any affected ice-Square, a person attempting to navigate across each **Icy Terrain** Square requires a 'Problematic' Ruling Level roll to attempt 1-Square of Movement per Turn using all 3 Automatic Movement Action#s; otherwise, a target falls down due to the near frictionless-surface. When falling, there is also a 20% chance that any held-items are dropped. In addition to the ice-surface, any active flames and/or Fire Powers that are 0 to 2 feet above the **Icy Terrain** are quenched, but cause the **Icy Terrain** for that Square to turn to slush; activating a new Fire-based Power within 2 feet of the **Icy Terrain** also turns the ice into slush, but negates the fire as well. If a second Power is used at the same time by the wielder, they combine for additional time.

WATER SOURCE: Petrifying Ice Power

Time Requirement: 1 Action per **Current Mind** spent

Trait Investment: 1 or more **Current Mind** plugged into all X-values

Quadragon Requirement: Diamond, Pearl or Aquamarine of 100+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Water Source Magic to cause icy volume of mist over 10 Squares chosen by the wielder.

This Power influences up to 10X Squares away and lasts 1X-Minutes. Any water or fluid that happened to be in those 10 Squares freeze solid. Any target in an affected Square suffers 1d10 points of **Current Trait** damage for rapid freezing affects and are **Stunned** as long as the target remains in a **Petrifying Ice** Square. Each Turn thereafter that any target remains in a Petrifying Ice Square, the target continues to suffer 1d10 **Current Trait** damage and the **Stunned state**. If a second Power is used at the same time as the first by the wielder, 10 additional Squares are created that add to the original Squares.

WATER SOURCE: Poisonous Mist Power

Time Requirement: 1 Action per **Current Mind** spent

Trait Investment: 1 or more **Current Mind** plugged into all X-values

Quadragon Requirement: Diamond, Pearl or Aquamarine of 800+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Water Source Magic to spray a fine mist of water into the air that can only be detected when succeeding with a Sense Core Ruling against a Difficult Ruling Level. If the Sense Core Ruling is successful, a citrus smell can be detected. This Power influences up to any 8 Squares chosen by the wielder out to an 80X distance. After 1d10 Turns, anyone in an affected Square begins to cough and gag, thereby removing 1 Action# and also sending the target into a state of **Suffocation**. In addition, as each Turn passes, 1d10+Y points of **Current Trait** damage occurs due to the lungs closing up, where 'Y' is an increasing whole number starting a 1; *as an example, on the 7th Turn, a target would receive 1d10+7 points of Current Trait damage*. Each Turn that passes, including the initial 1d10 Turns, an affected Target is allowed a Mind Core Ruling against a Complex Ruling Level roll to find mental focus and re-establish mental control over the lungs to breathe out the internal Poisonous Mist. When successful, the Power's influences cease to function in the affected target; however, as long as the Ruling Level roll fails each Turn, the process continues indefinitely. Since this Power is instantaneous, two Powers by the same wielder are not possible at the same time.

WATER SOURCE: Remove Water Power

Time Requirement: 4 Actions per **Current Mind** spent

Trait Investment: 1 or more **Current Mind** plugged into all X-values

Quadragon Requirement: Diamond, Pearl or Aquamarine of 400+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Water Source Magic to remove 40X Squares of water from any water source (*like a lake, river, bog, raincloud, etc.*) and magically turn it into clouds 400X Squares above in the air. The wielder must be within 4X Squares of the desired location to attempt the removal of water. The cloud remains magically in place up to 4X-Hours above that location and is not affected by wind, though the wielder can move the clouds at a rate of 4 Squares per Action# spent if desired. At any time, the volume of water can be triggered to be released instantly as a giant wave by the wielder, crashing down below in a desired direction chosen by the wielder.

Although the water does not damage, it carries targets in the desired direction up to 4X Squares and requires targets to make swimming rolls to stay above the surface of the water and not drop carried items. If there is more volume of water than the 40X removed (*such as in a river*), the water-level of the water-mass is instantly lowered, causing water on all sides to be filled. If water is attempted to be removed from the moisture in the air, the wielder is only able to get about X Squares of water at 100% humidity (instead of 40X from a water source); certain sources of water may also yield less than the 40X amount depending on what is attempted. If a second Power is used at the same time as the first by the wielder, a controlled clouds is able to last twice as long as normal.

WATER SOURCE: Resist Water and Ice Power

Time Requirement: 5 Actions per **Current Mind** spent

Trait Investment: 1 or more **Current Mind** plugged into all X-values

Quadragon Requirement: Diamond, Pearl or Aquamarine of 500+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Water Source Magic to bestow the ability upon oneself or a desired target to resist up to Xd10+5X points of **Current Trait** damage caused by any Water Power as well as gain a +50% bonus to any Ruling Level roll against a Water Power for X-Days; the target that receives this Power is able to roll the Xd10+5X amount immediately when triggered. Any damage received is first negated from the **Resist Water and Ice Power**, as long as it is active. If a wielder triggers the same Power when the first one is active, the Xd10+5 resist amount is increases as well as the X-Days amount.

WATER SOURCE: Turn into Water Power

Time Requirement: 1 Action per **Current Mind** spent

Trait Investment: 1 or more **Current Mind** plugged into all X-values

Quadragon Requirement: Diamond, Pearl or Aquamarine of 100+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Water Source Magic to turn a single touched-target into liquid water for X-Minutes. In Waterform, the target is immune to physical damage, though all material or carried objects fall from the body. An affected target cannot suffocate and is able to move through tiny spaces at the target's normal Movement rate instead of Swimming and is not affected by water currents. If a wielder triggers the same Power when the first one is active, the overall time is added.

WATER SOURCE: Walking Wave Power

Time Requirement: 9 Actions per **Current Mind** spent

Trait Investment: 1 or more **Current Mind** plugged into all X-values

Quadragon Requirement: Diamond, Pearl or Aquamarine of 900+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Water Source Magic to create a magnificent wave that forms under the wielder's feet that is 9 Squares in total (the wielder's square, plus all Adjacent Squares) and lurches up to 9 Squares into the air that lasts 9-Minutes, plus an additional X-Minutes.

The wielder can allow any number of targets to be affected by the **Wave** so that those targets are also able to walk upon it by spending 1 Action# to wrap the **Wave's** water around the feet of the target. But in doing so, a target must sacrifice all normal movement and be controlled by the wielder's movement instead (as if the **Wave** is a boat). As long as those targets can be *sensed* by the wielder (Sense Ruling Level rolls may be needed at times) and they are in one of the 9 Squares controlled by the wielder, those targets are able to move with the wielder.

If a target attempts to break free from the **Wave**, the target floats back down to the nearest surface safely. Each Turn, the wielder is able to command the **Wave** to move in any desired direction at a rate of 9 Squares per Turn maximum. The **Wave** can also be adjusted in height (up to 9 Squares maximum in height or down to 1 Square in height above a surface); each Action# spent adjusts the height by 1 Square up or down. The **Wave** must also obey other types of surfaces as well as gravitational influences (like walking off a cliff with the **Wave**). However, the **Wave** is able to travel on top of water as if it were land.

Outside of combat, the **Walking Wave** is able to move at ½ Mile per minute. The **Walking Wave** is harmless and the water swirls around itself; any target caught inside of the **Wave** can breathe normally, though the **Wave** is highly distracting, causing 1 Action# to be lost each Turn, though performing attacks and moving can be performed as desired. The **Wave** also causes a visual barrier of cloaking as it moves so that anything attempting to look through it or caught inside of it is blurred and requires a Sense Core Ruling at a Problematic Ruling Level to see through the **Wave** or what is on the other side of the **Wave**. If a wielder triggers the same Power when the first one is active, the remaining amount of time of the **Wave** is converted from Minutes to Hours.

WATER SOURCE: Water Spring Power

Time Requirement: 50 Actions per **Current Mind** spent

Trait Investment: 1 or more **Current Mind** plugged into all X-values

Quadragon Requirement: Diamond, Pearl or Aquamarine of 50+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Water Source Magic to create a fountain of water from the soil that has healing properties for 5X-Days after the **Spring** has been harvested. The **Spring's** water is able to fill a volume of 5 pints of water over the course of 5-Minutes when collected. Each pint heals 1d10+X points of **Current Body** or **Mind** (chosen by the target drinking the **Spring Water**). Upon drinking, this Power also quenches all hunger and thirst for an entire day after it is consumed. A pint of **Spring Water** can also extinguish any actively burning Fire Source Power or up to a volume of 5 Squares that are currently on fire with a single pint. If this Power is used at the same time another **Spring** fountain is active, the two Powers combine to heal 1d10+2X points of **Current Body** or **Mind** instead of 1d10+X.

WATER SOURCE: Water of Life Power

Time Requirement: 10 Actions

Trait Investment: 10 **Current Mind**

Quadragon Requirement: Diamond, Pearl or Aquamarine of 1000+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Water Source Magic to create a single drop of healing water that appears on the wielder's fingertip. The **Water of Life** lasts 1 minute after it has been created, or turns back to normal water. The entire drop must be consumed fully by a target for the affects of the Power to function. The **Water of Life** is able to give a 100% bonus to cure any ongoing disease, give a 100% bonus to remove any active poison, cure any Sensory ailment (*such as Blindness or Deafness*) and give **Trait** regeneration so that each **Current Trait** is healed back 1d10 points each Hour. All of these influences last a full day after the **Water of Life** is consumed. Only one Power is possible upon any given target at any moment.

Wind Source Powers

WIND SOURCE POWERS	Time Req.	Trait Req.	Quadragon Req.
WIND SOURCE: Blast of Wind	1 Action/cSE	1+ cSE	300+ Crystals
WIND SOURCE: Crackling Bolt	1 Action/cSE	1+ cSE	300+ Crystals
WIND SOURCE: Electrifying Orb	1 Action/cSE	1+ cSE	200+ Crystals
WIND SOURCE: Empowered Quadragon	10 Actions/cSE	1+ cSE	1000+ Crystals
WIND SOURCE: Flying	1 Action/cSE	1+ cSE	50+ Crystals
WIND SOURCE: Lightning Arc	1 Action/cSE	1+ cSE	300+ Crystals
WIND SOURCE: Lightning-Charged Metal	1 Action/cSE	1+ cSE	400+ Crystals
WIND SOURCE: Lightning-Charged Quadragon	1 Action/cSE	1+ cSE	500+ Crystals
WIND SOURCE: Lighting Circle	1 Action/cSE	1+ cSE	500+ Crystals
WIND SOURCE: Lighting Line	2 Actions/cSE	1+ cSE	800+ Crystals
WIND SOURCE: Resist Wind	5 Actions/cSE	1+ cSE	500+ Crystals
WIND SOURCE: Shocking Surge	1 Action/cSE	1+ cSE	500+ Crystals
WIND SOURCE: Thundering Storm	1 Action/cSE	1+ cSE	1000+ Crystals
WIND SOURCE: Vortex Gateway	1 Action/cSE	1+ cSE	400+ Crystals
WIND SOURCE: Weightless Levitation	1 Action/cSE	1+ cSE	1000+ Crystals
WIND SOURCE: Withering Wind	1 Action/cSE	1+ cSE	1000+ Crystals

WIND SOURCE: Blast of Wind Power

Time Requirement: 1 Action per **Current Sense** spent

Trait Investment: 1 or more **Current Sense** plugged into all X-values

Quadragon Requirement: Diamond, Topaz or Tourmaline of 300+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Wind Source Magic to cause a powerful blast of wind in one direction (horizontal, vertical or diagonal) emanating from the wielder to push back any non-fixed objects or targets that weigh under 300X pounds backwards a distance of 3X-Squares per Turn at the moment the Power is triggered, if an object or target fails a Body Core Ruling at a Complex Ruling Level. Each Turn, a standing target must roll another Body Core Ruling to remain standing and keep hold of anything currently held, or else will go into a Prone position and held objects will fly out of the hand. Fixed objects that are fastened or targets that hold onto something solid have a flat 50% chance to not move 3X Squares per Turn. The blast lasts up to X-Turns, but does not influence Adjacent Squares to the wind-path. Damage can also be caused by this Power if a target is pushed into another object that is held in place or is solid; damage caused in this manner is 1d10+X **Current Trait** points. If a wielder triggers the same Power when the first one is active, two Powers combine to double the effect.

WIND SOURCE: Crackling Bolt Power

Time Requirement: 1 Action per **Current Sense** spent

Trait Investment: 1 or more **Current Sense** plugged into all X-values

Quadragon Requirement: Diamond, Topaz or Tourmaline of 300+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Wind Source Magic to manifest a bolt of lightning in front of the wielder that traverses 3X Squares outward along a 3-Square wide path and then instantly disappears at the same moment. All targets within those Squares suffer 3d10+X **Current Trait** damage directly plus have a chance of becoming **Senseless** and **Deafened** when failing a Sense Core Ruling against a Troublesome Ruling Level. Any targets struck by the **Crackling Bolt** that is wearing metal receive an additional 1d10 **Current Trait** damage. This Power does not reflect from objects or targets struck. Only one **Bolt** is possible at the same moment.

WIND SOURCE: Electrifying Orb Power

Time Requirement: 1 Action per **Current Sense** spent

Trait Investment: 1 or more **Current Sense** plugged into all X-values

Quadragon Requirement: Diamond, Topaz or Tourmaline of 200+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Wind Source Magic to form an energized ball of lightning that is formed in the hand of the wielder each Turn for up to 2X Turns. The **Orb** is treated as a Throw Type of weapon that requires 2 Action#s, has a +2X% ATT, gives 2d10+X **Current Trait** damage and 20% chance to **Stun**, **Shock**, and make anything **Senseless** it hits; 20% is rolled for each effect. When 2 Action#s are used to make a Throw Weapon Type of attack, the **Orb** is launched toward the intended target up to 2X Squares before Attack penalties begin to accumulate. The wielder is immune to all damage caused by the **Orb**. If a second Power is activated by the wielder at the same time, the two Powers combine in overall duration.

WIND SOURCE: Empowered Quadragon Power

Time Requirement: 10 Actions per **Current Sense** spent

Trait Investment: 1 or more **Current Sense** plugged into all X-values

Quadragon Requirement: Diamond, Topaz or Tourmaline of 1000+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Wind Source Magic to release additional Powers without needing another Quadragon to do so! As a result, the wielder uses the **Empowered Quadragon** as a means of releasing 'spells.' The **WIND SOURCE: Empowered Quadragon Power** lasts for X-days to release spells. If the wielder knows how to trigger the desired Power and has this **Empowered Quadragon** in-hand, that Power can be triggered from the same **Empowered Quadragon** with the desired Power's **Current Sense** investment to *charge* and then manifest it.

In the attempt to manifest the desired Power, the wielder must first succeed with a **MIND: Trigger Charged Quadragon Ability** at a Problematic Ruling Level instead of an Involved Ruling Level normally (with one trigger type); each additional trigger type increases the Ruling Level by one. This Power cannot be used to trigger another **Empowered Quadragon Power**. Special note: this Power is the only one in which the triggered **Quadragon** does not lose its *charge* until X-days have passed.

WIND SOURCE: Flying Power

Time Requirement: 1 Action per **Current Sense** spent

Trait Investment: 1 or more **Current Sense** plugged into all X-values

Quadragon Requirement: Diamond, Topaz or Tourmaline of 50+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Wind Source Magic can be triggered to bestow the ability of Flight for a 5X-minute length of time. Flight allows movement in any direction in the volume, and when movement does not occur, the target hovers in-place. Flight speed is also faster than the target's normal Movement by +2 Squares per Turn. If a second Flying Power is use on the same target, it adds the length of time and increases overall flying Movement by +1 Square per Turn. Normal Weight Threshold and Movement are valid with this Power.

WIND SOURCE: Lighting Arc Power

Time Requirement: 1 Action per **Current Sense** spent

Trait Investment: 1 or more **Current Sense** plugged into all X-values

Quadragon Requirement: Diamond, Topaz or Tourmaline of 300+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Wind Source Magic to create an instant arc of lightning energy that erupts from the wielder's fingertips and arcs into 3 Squares of Effect (chosen by the wielder) up to a distance of 3X Squares. The Lightning arc is also able to hit the same Square additional times if the wielder desires. Each Square hit causes 1d10+3X points of **Current Trait** damage to all targets in the Square plus has a 30% straight chance of **Stunning** and **Shocking** any target in an affected Square. In addition, any target wearing armor or holding metal objects receives an additional 1d10 **Current Trait** damage. Since this Power ends on the same Action# that it is triggered, there is no ability to use more than one Power at the same time.

WIND SOURCE: Lightning-Charged Metal Power

Time Requirement: 1 Action per **Current Sense** spent

Trait Investment: 1 or more **Current Sense** plugged into all X-values

Quadragon Requirement: Diamond, Topaz or Tourmaline of 400+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Wind Source Magic to cause any metal object touched by the wielder to become charged with lightning for X-minutes, such that it can be activated with the wielder's thought-focus (1 Action#) to inflict 2d10 **Current Trait** if desired as well as putting any target into a state **Shock**; this Power instills lightning energy into the metal object and lightning builds back into the metal object each Turn, so that the activation of the charged metal is only possible once per Turn. Note that this can be used on any metal object of any size, whether it is a weapon or not. Connected metal also transfers the damage if touching. If a wielder triggers the same Power when the first one is active, the overall time is added and can be activated a second time each Turn (using another Action#) to cause an additional 1d10 **Current Trait** damage.

WIND SOURCE: Lightning-Charged Quadragon Power

Time Requirement: 1 Action per **Current Sense** spent

Trait Investment: 1 or more **Current Sense** plugged into all X-values

Quadragon Requirement: Diamond, Topaz or Tourmaline of 500+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Wind Source Magic to place electrical forces inside it. The value of target Quadragon determines how much lightning-charge can be put into it up to X-Years. For every 50 Crystal Coins in value, an Xd10 **Current Trait** damage can be stored inside at maximum to explode in an X-Square radius. As a magical trap, the **Lightning Quadragon** is activated with whatever desired *trigger(s)*. This Power is only possible upon one Quadragon, since activation causes the Quadragon to explode instantly.

WIND SOURCE: Lighting Circle Power

Time Requirement: 1 Action per **Current Sense** spent

Trait Investment: 1 or more **Current Sense** plugged into all X-values

Quadragon Requirement: Diamond, Topaz or Tourmaline of 500+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Wind Source Magic to form an energized circle of lightning that expands outward from the wielder's Square at a rate of 1 Square per Turn. The orb hits all targets as it expands outward—having a 50% chance to **Stun, Shock**, and make anything **Senseless** in its path; 50% is rolled for each time for each effect. As the electricity passes through each desired target, 1d10+X **Current Trait** damage is given automatically. Passing into the orb additional times repeats these damaging properties. This Power lasts for 5X-Turns, and if a second Power is activated by the wielder at the same time the first one is active, the **Lightning Circle** continues at the same location for additional turns expanding outward, plus give an extra 1d10 **Current Trait** damage.

WIND SOURCE: Lighting Line Power

Time Requirement: 2 Action#s per **Current Sense** spent

Trait Investment: 1 or more **Current Sense** plugged into all X-values

Quadragon Requirement: Diamond, Topaz or Tourmaline of 800+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Wind Source Magic to create a lightning line from the wielder's Square that is 1-Square in volume and 8X Squares long in any horizontal, vertical or diagonal direction away from the wielder. The entire length of the Lightning Line continues to its full 8X amount, since it reflects off of all surfaces that it strikes and takes the averaged reflection-direction determined by the **Game Designer** (including any height changes). All targets within those Squares suffer 8d10+X **Current Trait** damage, plus having a straight 80% chance of **Stunning** and **Shocking** any target it hits. Since this Power ends on the same Action# that it is triggered, there is no ability to use more than one Power at the same time.

WIND SOURCE: Resist Wind Power

Time Requirement: 5 Action#s per **Current Sense** spent

Trait Investment: 1 or more **Current Sense** plugged in as the X-amount

Quadragon Requirement: Diamond, Topaz or Tourmaline of 500+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Wind Source Magic to bestow the ability upon oneself or a desired target to resist up to Xd10+5X points of **Current Trait** damage caused by any Wind Power as well as gain a +50% bonus to any Ruling Level roll against a Wind Power for X-Days; the target that receives this Power is able to roll the Xd10+5X amount immediately when triggered. Any damage received is first negated from the **Resist Wind Power**, as long as it is active. If a wielder triggers the same Power when the first one is active, the Xd10+5 resist amount is increases as well as the X-Days amount.

WIND SOURCE: Shocking Surge Power

Time Requirement: 1 Action per **Current Sense** spent

Trait Investment: 1 or more **Current Sense** plugged into all X-values

Quadragon Requirement: Diamond, Topaz or Tourmaline of 500+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Wind Source Magic to charge up a 'stored surge' within a target for X-Days. At any time, the target that has a **Shocking Surge** stored within his or her body, the target can choose to release it through the use of a Weaponless, Melee Weapon or Ranged Weapon attack by spending 1 Action#. When using a Weaponless or Melee Weapon attack, the **Shocking Surge** damage is always released successfully when the attack's normal damage is rolled. However, using this Power with a Ranged Attack is a gamble, since it must successfully hit for the **Shocking Surge** damage to apply. When the **Shocking Surge** occurs, it has an XY % chance **Shock** the target and to give 1d10+XY **Current Trait** Damage over the course of 5 Turns as long as the target struck by the **Shocking Surge** fails a Sense Core Ruling of a Difficult Ruling Level. The X-amount of **Current Trait** damage is multiplied by the Y-value, which Y is the Turns that have passed. *For example, on the 3rd Turn of investing 7 **Current Sense** points into this Power, it would cause 1d10+21 **Current Trait** damage and have a 21% chance to put the target into a **Shocked state**.* At any point, if the target suffering damage each Turn succeeds with a Sense Core Ruling, the Power ceases to damage the target from that moment onward. If a wielder triggers the same Power when the first one is active and it affects the same target, the Ruling Level shifts one level higher.

WIND SOURCE: Surface Floating Power

Time Requirement: 1 Action per **Current Sense** spent

Trait Investment: 1 or more **Current Sense** as the X-amount below

Quadragon Requirement: Diamond, Topaz or Tourmaline of 100+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Wind Source Magic to allow an affected target within X-Squares to literally walk on air an inch above the surface moved upon for up to X-Hours. Instead, a target is able to move across a surface without having the surface's properties influence the target's Movement. All solid and liquid surface types can be walked on in this manner, such as moving at the wielder's normal Movement across a sandy beach then walking on top of ocean water (adjusting up and down for the wave movement). When using this Power, no levitation height can be gained; normal Jumping or Leaping works normally. A wielder's **BODY: Climbing Ability** may still be needed when there is an angle greater than 30 degrees. Although this Power does not influence the speed, when vertically landing or falling from any distance at any speed, the target always slows within 10 feet of a surface and stops within 1 inch above the surface so that it is not possible to receive damage; however, this Power does not work against horizontal impacts. If a wielder triggers the same Power when the first one is active, the overall duration of the Power is added.

WIND SOURCE: Thundering Storm Power

Time Requirement: 1 Action per **Current Sense** spent

Trait Investment: 1 or more **Current Sense** as the X-amount below

Quadragon Requirement: Diamond, Topaz or Tourmaline of 200+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Wind Source Magic to create a 2X by 2X Square-volume filled with a cloud of lightning that lasts 2X-Turns. The Storm gives 1d10 **Current Trait** damage to any target inside the Storm each Turn, and causes both **Deafness** and a **Shock state** when failing a Sense Core Ruling against a Problematic Ruling Level each Turn. When the wielder invests 1 Action#, the entire storm is able to move 2 Squares in a vertical or horizontal direction or 1 Square in a diagonal direction. If a wielder triggers the same Power when the first one is active, the overall duration of the Power and the 2X by 2X Square volume is added together.

WIND SOURCE: Vortex Gateway Power

Time Requirement: 1 Action per **Current Sense** spent

Trait Investment: 1 or more **Current Sense** plugged in as the X-amount

Quadragon Requirement: Diamond, Topaz or Tourmaline of 400+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Wind Source Magic to manifest two swirling vortexes of wind and energy that lasts up to X-Minutes (or can be shut down by the wielder with 1 Action#). The **Vortex Gateway** appears in front of the wielder at a desired "Entry point" up to 4X Squares away and trails off to an "Exit point" up to 40X Squares away. Any desired target entering the vortex instantly comes out the other side when spending 1 Action# to do so; likewise, travel back to the Entry point also uses 1 Action#. A wielder can also cause the vortex to give **Current Trait** damage at any time with a mental thought (on a particular Action#) when one or more targets are inside of the **Vortex Gateway**. On that particular Action#, any targets inside of the vortex receive 4d10+X **Current Trait** damage, but are also potentially **Blinded** when failing a Sense Core Ruling at a Difficult Ruling Level; regardless of the outcome, the target not allowed by the wielder is still able to travel between the points. If a wielder triggers the same Power when the first one is active, the overall distance can be added as well as the overall duration of the Power.

WIND SOURCE: Withering Wind Power

Time Requirement: 2 Action per **Current Sense** spent

Trait Investment: 1 or more **Current Sense** as the X-amount below

Quadragon Requirement: Diamond, Topaz or Tourmaline of 700+ Crystals

Ability Definition: A Quadragon that has been previously instilled with **Current Spirit** can be charged with Wind Source Magic to cause a 7X by 7X Square-volume to decay vegetation, insects and small animals instantly. A wielder can create the Withering Wind up to 70 Squares away. In one massive tornado of black energy, it strikes in the same Action# that it ends. Any targets (or animal life forms greater than 5 pounds in weight) must also make a successful Body Core Ruling against a Difficult Ruling Level, or receive 7d10 **Current Trait** damage initially to the exposure. Every Hour after the initial exposure, targets that failed a previous Body Core Ruling against a Difficult Ruling Level suffers an additional 1d10+7 **Current Trait** damage; this process continues up to 7 Hours thereafter or until a successful roll occurs. Since this Power is instantaneous, two Powers cannot be used at the same time.

The 26 Heritage Types

If the Human Heritage is chosen, the Character has a life expectancy of 100 years. All other Heritage Types are based upon this Human Age equivalent. **Game Players** need to record age because every year past the Human-equivalent age of 20, a -2 **Maximum Body**, -2 **Maximum Sense** and -2 **Maximum Mind** penalty must be given to a Character's **Trait**. However, every year past 20 increases the **Maximum Spirit** by +2. Since Magic is based on Spirit, older Characters do much better at using it.

Avien: 70 year lifespan—multiply by 1.44 for Human Age

Celestian: Ages to adulthood; always assume 20 years old

Centaur: 80 year lifespan—multiply by 1.25 for Human Age

Crossborne: Average of parents' lifespan

Drakk: 500 year lifespan—divide by 5 for Human Age

Dwarf: 700 year lifespan—divide by 7 for Human Age

Elf: 1500 year lifespan—divide by 15 for Human Age

Entborne: 2000 year lifespan—divide by 20 for Human Age

Fiend: Ages to adulthood; always assume 20 years old

Firstborne: 100 year lifespan

Flameborne: 1000 year lifespan—divide by 10 for Human Age

Gemborne: 200 year lifespan—divide by 2 for Human Age

Giantborne: Assume a 100 year lifespan

Gnome: 400 year lifespan—divide by 4 for Human Age

Gnoll: 60 year lifespan—multiply by 1.67 for Human Age

Goblin: 50 year lifespan—multiply by x2 for Human Age

Hobgoblin: 40 year lifespan—multiply by 2.5 for Human Age

Iceborne: 1000 year lifespan—divide by 10 for Human Age

Merborne: 300 year lifespan—divide by 3 for Human Age

Minotaur: 250 year lifespan—divide by 2.5 for Human Age

Ogre: 150 year lifespan—divide by 1.5 for Human Age

Orc: 50 year lifespan—multiply by x2 for Human Age

Panthien: 75 year lifespan—multiply by 1.34 for Human Age

Reptis: 350 year lifespan—divide by 3.5 for Human Age

Smallborne: Assume a 100 year lifespan

Ursidien: 90 year lifespan—multiply by 1.1 for Human Age

Age influences: All Characters past the Human-equivalent age of 20 is penalized -2 Body, -2 Sense and -2 Mind; However, every year past the age of 20 gives a +2 bonus to Spirit.

Organs: All peoples have organs, and usually two organs of the same type. Ogres also have two hearts and the Merkind have an extra set of gills in addition to lungs.

Circulation: All heritages have blood with a circulation system. Some types of blood varies in color due to the use of different types of elements in it. Dwarves and gnomes have a deep-yellow blood hue as it is gold-based, while elves have silver blood. Orcs and goblins have a dark-green copper-based blood system. Celestian, Merkind and Entborne blood are generally clear in color, while the Firstborne, Giantborne and Smallborne all have red, iron-based blood. All other Heritages have dark colored blood because their blood is made up of multiple elements.

Lungs: A heritage type must breathe air to live, except for the Merkind that can breathe air and water.

Height: Height varies dramatically from the Smallborne and the gnomes as short as 3-feet in height, while the tallest include the Giantborne nearly 8 feet and Ogres averaging 10 feet in height.

Weight: Weight varies from about 25 pounds (Aviens) to 1000 pounds (Gemborne).

Sleep: Characters need 6 hours of sleep per day; see the **MIND: Resist Sleep Deprivation Ability**.

Skin, Hair and Scales: Most Heritage Types have skin and hair with a great variety of colors and complexions. A few Heritages also have a Natural Defense rating due to leather and scales.

Aviens

Heritage: AVIEN	TRAIT	Core	Male	Female	=Base Trait
Lifespan: 70 years	Body:	5	+1	+1	=Base Body
Height: 3 feet + 1d10 inches	Mind:	20	+1	+2	=Base Mind
Weight: 25 + (1d10 x feet) lbs.	Sense:	35	+3	+1	=Base Sense
Natural Defense %: +0%	Spirit:	30	+1	+2	=Base Spirit

Heritage, Culture & Nature: Lawful, Group Organized & Good
 Aviens have wings attached to their arms, and are able to fly but not use other items while doing so. Their hands have sharp talons at the end, but are still capable of grasping. As a unified people with a high regard for upholding law, they tend to stay in close groups with nearby shelter of structures or burrows in the high canopy of larger trees. Aviens are generally good natured, but can be quite assertive when in greater numbers. Individuals uphold reputation to a high degree. An Avien that has turned darker in persona is often outcast from the main society after a judgment by elders. Aviens gain a bonus +3% to Attack and 1d10 bonus on Damage rolls when fighting in Groups (3 to 10 Aviens within 5 Squares).

Natural Ability 1: Flight Movement
 Able to move at double their normal land-speed rate when flying in the air.

Natural Ability 2: Natural Agile Maneuvers
 Able to use the **BODY: Agile Maneuvers** Ability naturally with a score of 10 or higher. In addition, on any attempt, the Avien gains a +10% to the Ruling Level check.

Natural Ability 3: Wind Source Magic
 Inherently bestowed with Wind Source Magic and able to charge instilled gems with Wind Powers.

Celestians

Heritage: CELESTIAN	TRAIT	Core	Male	Female	=Base Trait
Lifespan: Immortal (20 years old)	Body:	15	+3	+1	=Base Body
Height: 5 feet + 2d10 inches	Mind:	15	+1	+1	=Base Mind
Weight: 125 + (2d10 x feet) lbs.	Sense:	10	+1	+2	=Base Sense
Natural Defense %: +0%	Spirit:	50	+1	+2	=Base Spirit

Heritage, Culture & Nature: Moral, Companion Organized & Benevolent
 Celestians are born in the Spirit Realm and find their way into the world after their childhood. As a people, they do not have cities or organized regions. Instead, they travel alone with often a single purpose in mind. They rarely congregate together, except when finding a life-partner or raising young. When considering other heritages, they have a strong dislike of evil, dark and negative spiritual forces, especially Fiends. Celestians are usually pure of heart and pure in nature. Rarely does a Celestian fall into a selfish or negative disposition. Celestians gain a bonus +1d10% to Attack and +5% Total Defense when fighting next to a companion in the Same Square or an Adjacent Square.

Natural Ability 1: Natural Spiritual Healing
 Able to use the **SPIRIT SOURCE: HEALING GREATER POWER** when physically touch another (or upon oneself) once per day without the need of a Quadragon.

Natural Ability 2: Spirit Source Magic
 Inherently bestowed with Spirit Source Magic and able to charge instilled gems with Spirit Powers.

Natural Ability 3: Wind Source Magic
 Inherently bestowed with Wind Source Magic and able to charge instilled gems with Wind Powers.

Centhaurs

Heritage: CENTHAUR	TRAIT	Core	Male	Female	=Base Trait
Lifespan: 80 years	Body:	45	+2	+1	=Base Body
Height: 6 feet + 2d10 inches	Mind:	5	+1	+2	=Base Mind
Weight: 300 + (4d10 x feet) lbs.	Sense:	20	+2	+1	=Base Sense
Natural Defense %: +5%	Spirit:	20	+1	+2	=Base Spirit

Heritage, Culture & Nature: Territorial, Pack Organized and Impartial

Centhars visually look to be a cross between a Firstborne and a horse, but still have just two legs (unlike their cousins, Centaurs, that have four legs). They live in grassland meadows and open environments where it is easy to run and tend horses. Centhaurs are master horsemen naturally and are probably the best guides and travelers due to their speed. Centhaurs gain a bonus +2% to Attack and 2d10 bonus on Damage rolls when fighting in Groups (3 to 20 Centhaurs within 10 Squares).

Natural Ability 1: Enhanced Movement

Centhaurs travel at +2 Squares when Running and +3 Squares every turn when Sprinting. If movement is across or through a special surface, such as through mud, water, on ice or hazardous navigational area, a Centhaur always gains a +20 bonus to any required Ruling Level roll.

Natural Ability 2: Enhanced Riding Maneuvers

When riding a Land Creature, no Ruling Level is needed against a Body Core Ruling when mounting (or dismounting); in addition, no Ruling Level roll is needed each Hour to see if any mishaps occurred when riding.

Natural Ability 3: Power Kick

When a Centhaur uses a leg as a weapon, it only takes 1 Action to make an attack and causes an extra 1d10+1 Damage because of the hardened hoof.

Crossborne

Heritage: CROSSBORNE	TRAIT	Core	Male	Female	=Base Trait
Lifespan: Average of Parent's lifespan	Body:	Ave.+5	+0	+0	=Base Body
Height: Average of Parent's height	Mind:	Ave.+5	+0	+0	=Base Mind
Weight: Average of Parent's weight	Sense:	Ave.+5	+0	+0	=Base Sense
Natural Defense %: Parent's average	Spirit:	Ave.+5	+0	+0	=Base Spirit

Heritage, Culture & Nature: Unmethodical, Independent and Variable

The Crossborne are rare offspring between two parents of different Heritage Types. Crossborne are often outcast from other cultures, and therefore are the only Heritage Type that blends into one of the parent's culture instead of making a new culture. This is due to the fact that most Crossborne persons are usually sterile (about 90%) and require magical assistance if attempting to produce young. Due to the variability of a Crossborne's parents, the genetic pool is strengthen in all four traits by having a +5 bonus to each score. The Crossborne gain a bonus +5% to Attack when fighting alone due to their personal hardships.

Natural Ability 1: Father's Heritage Choice

Player chooses one Natural Ability from the father's side.

Natural Ability 2: Mother's Heritage Choice

Player chooses one Natural Ability from the mother's side.

Natural Ability 3: Dual Languages

Crossbornes know how to speak, read and write both the mother's and father's language.

Drakk

Heritage: DRAKK	TRAIT	Core	Male	Female	=Base Trait
Lifespan: 500 years	Body:	60	+4	+2	=Base Body
Height: 7 feet + 2d10 inches	Mind:	5	+0	+1	=Base Mind
Weight: 300 + (3d10 x feet) lbs.	Sense:	10	+1	+2	=Base Sense
Natural Defense %: +25%	Spirit:	15	+1	+1	=Base Spirit

Heritage, Culture & Nature: Selfish, Independent and Variable

The Drakk people are adventuresome at heart and take more risks—maybe because they have highly protective scales. Although they are nomadic, their communities are small at best and organized into family clans that typically live near cliffs or mountain ledges. Each clan often makes alliances with a specific dragon for regional benefits and protection under the dragon's politics. As a heritage, the Drakk people varied almost as much as the Firstborne in their dispositions. The Drakk gain a bonus +5% to Attack when fighting alone.

Natural Ability 1: Falling Flight

Due to their sheer weight, the Drakk people are not able to fly. However, they do not need to worry about taking damage from falling as they are always able to glide to a safe landing if their wings are free. If a Drakk attempts to beat its wings, a Drakk is able to hover a foot or two above the ground. Falling Flight can only be maintained for 10+1d10 seconds before full exhaustion sets in and landing is needed.

Natural Ability 2: Natural Climbers

Drakk Characters gain a +50% when attempting to climb against any Ruling Level check.

Natural Ability 3: Drakk Body Bash

When performing a **BODY: Bash Ability**, damage is not penalized by half the amount.

Dwarves

Heritage: DWARF	TRAIT	Core	Male	Female	=Base Trait
Lifespan: 700 years	Body:	50	+3	+1	=Base Body
Height: 3 feet + 1d10 inches	Mind:	10	+1	+2	=Base Mind
Weight: 200 + (3d10 x feet) lbs.	Sense:	10	+1	+1	=Base Sense
Natural Defense %: +5%	Spirit:	20	+1	+2	=Base Spirit

Heritage, Culture & Nature: Strategic, Horde Organized and Good

As one of the most ancient peoples, the Dwarves are known for their tenacity, stubbornness and fortitude as well as building structures chiseled into the earth that last. Dwarves typically live underground or in caverns, but often journey above ground to secure their communities. In dim-light areas, Dwarves do well by earning a +20% bonus when attempting to see something. Dwarves are often good-natured, though some are often greedy and selfish when it comes to possessing certain gems, weapons and valuable objects. Dwarves gain a bonus +3d10 bonus on Damage rolls when fighting in Hordes (over 20 Dwarves within 20 Squares).

Natural Ability 1: Great Body

Dwarves earn a +20% bonus when making any Body Core Ruling against any Ruling Level roll.

Natural Ability 2: Natural Gemcutters

Dwarves know how to create Quadragons from gems. It is thought the Dwarvish people first perfected magic from Earth magic.

Natural Ability 3: Earth Source Magic

Dwarves are inherently bestowed with Earth Source Magic and are able to charge instilled gems with Earth Powers.

Elves

Heritage: ELF	TRAIT	Core	Male	Female	=Base Trait
Lifespan: 1500 years	Body:	10	+1	+1	=Base Body
Height: 4 feet + 2d10 inches	Mind:	45	+2	+2	=Base Mind
Weight: 75 + (2d10 x feet) lbs.	Sense:	25	+2	+1	=Base Sense
Natural Defense %: +0%	Spirit:	10	+1	+2	=Base Spirit

Heritage, Culture & Nature: Moral, Group Organized and Variable
 Elves are a slender, pointy-eared people that have an enormous lifespan. They typically keep secrets about their society to help protect their people against information that might get used for ill. Like the Firstborne, there are many personality differences, skin-tone and facial features among dozens of Elven tribes across many landscapes. The Elven people cannot be locked down in nature, since they differ from one region to the next. Typically, they look out for other elves above other Heritage types and keep to their code of morality to preserve the Elvenkind. Elves gain a bonus +3% to Attack and 1d10 bonus on Damage rolls when fighting in Groups (3 to 10 Elves within 5 Squares).

Natural Ability 1: Trigger Focusing Quickness
 Elves gains a 1d10% bonus for every 1 Action spent before triggering any charged Quadragon. A number of Action#s can be applied equal or less than the **Current Mind** score.

Natural Ability 2: Mind Source Magic
 Inherently bestowed with Mind Source Magic and able to charge instilled gems with Mind Powers.

Natural Ability 3: Sense Source Magic
 Inherently bestowed with Sense Source Magic and able to charge instilled gems with Sense Powers.

Entborne

Heritage: ENTBORNE	TRAIT	Core	Male	Female	=Base Trait
Lifespan: 2000 years	Body:	10	+1	+2	=Base Body
Height: 4 feet + 2d10 inches	Mind:	30	+2	+1	=Base Mind
Weight: 100 + (2d10 x feet) lbs.	Sense:	20	+1	+0	=Base Sense
Natural Defense %: +25%	Spirit:	30	+2	+3	=Base Spirit

Heritage, Culture & Nature: Territorial, Independent and Benevolent
 The Entborne walk and live among the trees. Said to have been magically born from oaks, they are very-long lived, have a wood-like skin and can use their arms like staves to attack or defend. The Entborne are known best for being the caretakers of the forests and each individual typically cares for a large region and reports back yearly to an Entborne Clan. Although the 'seedlings' can often be adventuresome and wild, most of the elders (past the age of 500 years) are quite passive and benevolent in nature. The Entborn gain a bonus +5% to Attack when fighting alone.

Natural Ability 1: Weaponless Attack & Defense Bonuses
 When making a physical attack without a weapon, the base Physical Attack % gains a bonus +1d10% and the base Physical damage is increased by +1d10. In addition to an attack, when fighting weaponless, if 1 Action is used to defend each Turn, an Entborne gains +5% to Total Defense until the beginning of the Character's next Turn.

Natural Ability 2: Natural Attack with Two-weapons Ability
 When weaponless, an Entborne Character gains an additional, second simultaneous attack automatically. The second attack is only penalized -5% to the Attack roll.

Natural Ability 3: Nature Noises
 Entborne automatically know how to speak and understand all Nature Noise languages (of all types).

Fiends

Heritage: FIEND	TRAIT	Core	Male	Female	=Base Trait
Lifespan: Immortal (20 years old)	Body:	30	+2	+2	=Base Body
Height: 7 feet + 1d10 inches	Mind:	10	+0	+3	=Base Mind
Weight: 200 + (2d10 x feet) lbs.	Sense:	10	+1	+0	=Base Sense
Natural Defense %: +16%	Spirit:	40	+3	+1	=Base Spirit

Heritage, Culture & Nature: Strategic, Companion Organized and Malevolent

Fiends are negative entities from the Spirit Realm that often desire domination over all living beings after they have arrived in the world. They have close-family ties to specific leaders in the Spirit Realm that desire to control certain locations, people or objects. Often Fiends are bounty-hunters that make special pacts until they are completed. Although most fiends are ill-natured, a few turn away from their Heritage and wage war against their own kind with the help of the Celestians. A Fiend often makes a blood-oath with a specific comrade when fighting on for a specific cause or goal. Fiends gain a bonus +1d10% to Attack and +5% Total Defense when fighting next to a companion in the Same Square or an Adjacent Square.

Natural Ability 1: Natural Spiritual Sword Power

Able to use the **SPIRIT SOURCE: SPIRITUAL SWORD POWER** once per day without the need of a Quadragon.

Natural Ability 2: Fire Source Magic

Inherently bestowed with Fire Source Magic and able to charge instilled gems with Fire Powers.

Natural Ability 3: Spirit Source Magic

Inherently bestowed with Spirit Source Magic and able to charge instilled gems with Spirit Powers.

Firstborne

Heritage: FIRSTBORNE	TRAIT	Core	Male	Female	=Base Trait
Lifespan: 100 years	Body:	25	+2	+2	=Base Body
Height: 5 feet + 2d10 inches	Mind:	20	+1	+1	=Base Mind
Weight: 100 + (2d10 x feet) lbs.	Sense:	20	+2	+1	=Base Sense
Natural Defense %: +0%	Spirit:	25	+1	+2	=Base Spirit

Heritage, Culture & Nature: Lawful, Group Organized and Impartial

The Firstborne are the most ancient people in which it is thought all other people were derived. They are the most diverse in statue, body shapes, facial features, hair color and skin tones when compared to all other heritages. The Firstborne also have the most populous in the world since they are extremely lawful, organized, persistent in nature and able to survive various forms of damage. Firstborne gain a bonus +3% to Attack and 1d10 bonus on Damage rolls when fighting in Groups (3 to 10 Firstborne within 5 Squares).

Natural Ability 1: Natural Source Damage Reduction Ability

The Firstborne naturally reduce any Magical Source damage (of any Source-type) by 20% if a 'Problematic' Ruling Level roll is successful against the **Trait**.

Natural Ability 2: Core Ruling Enhancement

When a Firstborne makes a Core Ruling against a **Body**, **Mind** or **Sense** Ruling Level, the **Current Spirit** can enhance the Ruling Level roll by 2% for every point of **Current Spirit** spent. Up to 100 points of **Current Spirit** can be spent for any Ruling Level roll in this way.

Natural Ability 3: Recovery When Rested Enhancement

Each day when a Firstborne Character has Rested, a +3 bonus to each of the four **Current Traits** is earned due to a heightened metabolic rate.

Flameborne

Heritage: FLAMEBORNE	TRAIT	Core	Male	Female	=Base Trait
Lifespan: 1000 years	Body:	20	+3	+2	=Base Body
Height: 3 feet + 1d10 inches	Mind:	10	+1	+1	=Base Mind
Weight: 100 + (2d10 x feet) lbs.	Sense:	35	+1	+1	=Base Sense
Natural Defense %: +12%	Spirit:	25	+1	+2	=Base Spirit

Heritage, Culture & Nature: Territorial, Group Organized and Impartial

As a distant relative to the Firstborne, the Flameborne settle in sandy, arid and desert terrains. They have leathery-skin, no hair and hardened palms and feet, which makes it much easier for them to survive scorching conditions. The Flameborne wander their lands in caravans and use heat-resistant animals including camels, horses and elephants. Their communities are always on the move; they are often Impartial in nature and adapt to new situations easily. Flameborne gain a bonus +3% to Attack and 1d10 bonus on Damage rolls when fighting in Groups (3 to 10 Flameborne within 5 Squares).

Natural Ability 1: Flame and Dehydration Resistance

Flameborne are naturally resistant to fire and heat. They can survive in conditions above 500 degrees F without taking any damage and are also able to stay hydrated for up to 10+1d10 days before dehydration begins. When a Flameborne Character is struck with any type of fire (whether natural or magical), the Flameborne has a +80% bonus against any Ruling Level roll to resist it. In addition, when taking actual fire, heat or smoke-based damage, that damage is halved.

Natural Ability 2: Desert Survival

Flameborne naturally understand the landscapes in arid or desert climates to survive. They gain a +80% bonus when looking for food and water, understanding changing conditions and knowing wildlife in those regions.

Natural Ability 3: Fire Source Magic

Inherently bestowed with Fire Source Magic and able to charge instilled gems with Fire Powers.

Gemborne

Heritage: GEMBORNE	TRAIT	Core	Male	Female	=Base Trait
Lifespan: 200 years	Body:	30	+3	+3	=Base Body
Height: 5 feet + 2d10 inches	Mind:	15	+1	+2	=Base Mind
Weight: 800 + (5d10 x feet) lbs.	Sense:	15	+0	+0	=Base Sense
Natural Defense %: +30%	Spirit:	30	+2	+1	=Base Spirit

Heritage, Culture & Nature: Lawful, Companion Organized and Benevolent

Gemborne have gemstone scales encrusted over their bodies. Depending on one's parents, different gem-properties can show up across a Gemborne, such as having a face hardened of sapphire, an emerald forehead, a white-quartz chest and limbs of onyx. They can be hunted by malevolent people for their bodies since they can provide the means of making Quadragons. Gemborne must consume bone or wood in addition to normal dietary foods. Gemborne gain a bonus +1d10% to Attack and +5% Total Defense when fighting next to a companion in the Same Square or an Adjacent Square.

Natural Ability 1: Slashing and Piercing Damage Reduction

Gemborne only receive half of the normal damage from Slashing and Piercing attacks due to their gemstone scale composition.

Natural Ability 2: Earth to Body Ability

By a Gemborne's touch, any target previously turned into earthly-material is changed back to normal.

Natural Ability 3: Earth Source Magic

Inherently bestowed with Earth Source Magic and able to charge instilled gems with Earth Powers.

Giantborne

Heritage: GIANTBORNE	TRAIT	Core	Male	Female	=Base Trait
Lifespan: 100 years	Body:	50	+4	+4	=Base Body
Height: 8 feet + 3d10 inches	Mind:	5	+0	+1	=Base Mind
Weight: 300 + (2d10 x feet) lbs.	Sense:	10	+1	+0	=Base Sense
Natural Defense %: +2%	Spirit:	25	+1	+1	=Base Spirit

Heritage, Culture & Nature: Moral, Independent and Impartial

The Giantborne people are often called the guardians of the Firstborne since they are taller, stronger and help greatly with the construction of civilizations. As a culture, they often stick to rural, hilly regions in small groups or as individual personalities. They typically choose professions that deal in strength and labor. The Giantborne gain a bonus +5% to Attack when fighting alone.

Natural Ability 1: Stunning Attack Ability

The Giantborne are known for stunning their foes in battle. Any time a Melee attack strikes a target and that target fails a Body Core Ruling against an Involved Ruling Level, the target is Stunned.

Natural Ability 2: Great Strength Ability

All Giantborne Characters receive a +50% bonus to any Ruling Level roll that involves an act of strength. In addition, when using any Melee or Thrown weapon, it causes an extra +5 damage due to the extra strength behind it.

Natural Ability 3: Body Source Magic

Giantborne are inherently bestowed with Body Source Magic and are able to charge instilled gems with Body Powers.

Gnolls

Heritage: GNOLL	TRAIT	Core	Male	Female	=Base Trait
Lifespan: 60 years	Body:	25	+1	+1	=Base Body
Height: 6 feet + 2d10 inches	Mind:	5	+0	+1	=Base Mind
Weight: 200 + (2d10 x feet) lbs.	Sense:	50	+4	+2	=Base Sense
Natural Defense %: +8%	Spirit:	10	+1	+2	=Base Spirit

Heritage, Culture & Nature: Aggressive, Pack Organized and Malevolent

Gnolls are vicious hunters that travel in roaming, selfish clans. Not only are they a nomadic and warring people, their communities are chaotic at best since they take whatever resources come along to them. As a people with wolf-like characteristics with heavy fur, Gnolls often use wolves and canine beasts in their clans to sense dangers and find new prey. Gnolls gain a bonus +2% to Attack and 2d10 bonus on Damage rolls when fighting in Packs (3 to 20 Gnolls within 10 Squares).

Natural Ability 1: Automatic Hit Potential Ability

When a Gnoll's **Current Sense** is above a score of 50, they gain the Automatic Hit Potential Ability.

Natural Ability 2: Heightened Sight and Sound Cloaking Abilities

When making any **SENSE: Sight and Sound Cloaking** Core Rulings, a Gnoll gains a bonus 20%.

Natural Ability 3: Natural Gamekeepers

Gnolls are easily able to track down prey and are natural Gamekeepers by instinct instead of being taught by Trade.

Gnomes

Heritage: GNOME	TRAIT	Core	Male	Female	=Base Trait
Lifespan: 400 years	Body:	5	+1	+1	=Base Body
Height: 3 feet + 1d10 inches	Mind:	50	+2	+4	=Base Mind
Weight: 50 + (1d10 x feet) lbs.	Sense:	15	+1	+0	=Base Sense
Natural Defense %: +0%	Spirit:	20	+2	+1	=Base Spirit

Heritage, Culture & Nature: Strategic, Companion Organized and Good
A Gnome's mind is geared toward tactical decision-making, design and creativity; as a distant cousin to the dwarves, their people have left the confines of deep places under the earth and conduct their business in small towns near remote forests, swamplands, bogs, lowlands and tundra. Because they like to experiment with any type of design, Gnomes usually have flamboyant personalities, wear colorful clothing and have extremely long names. Gnomes gain a bonus +1d10% to Attack and +5% Total Defense when fighting next to a companion in a Same Square or an Adjacent Square.

Natural Ability 1: Natural Reasoning and Reputation Aptitude
Gnomes gain a +50% bonus when attempting any Mind Core Ruling using the **MIND: Reasoning and Reputation Ability**.

Natural Ability 2: Starting Turn Bonus
Not only are Gnomes always able to act on every Starting Turn of a Combat Scenario, they always gain a 50% bonus to the Starting Turn roll due to their extremely strategic nature.

Natural Ability 3: Mind Source Magic
Inherently bestowed with Mind Source Magic and able to charge instilled gems with Mind Powers.

Goblins

Heritage: GOBLIN	TRAIT	Core	Male	Female	=Base Trait
Lifespan: 50 years	Body:	15	+2	+1	=Base Body
Height: 5 feet + 2d10 inches	Mind:	5	+0	+1	=Base Mind
Weight: 75 + (1d10 x feet) lbs.	Sense:	55	+3	+4	=Base Sense
Natural Defense %: +4%	Spirit:	15	+1	+0	=Base Spirit

Heritage, Culture & Nature: Selfish, Horde Organized and Devious
Goblins are organized into large underground tribes that battle for recognition, territorial advantages and profit. Life among goblins is harsh at best, but those that escape a tribe sometimes find their way into other cultures and can be influenced and accepted as civilized. A Goblin's senses are highly acute, and as a result, they are penalized -50% to sight in direct sunlight and -10% under cloud-cover, and therefore are apt to 'run into things.' However, Goblins are able to see in dim-lit conditions (like starlight) as if it were daylight. Unfortunately, when Goblins are in direct sunlight each hour, they lose 1 point of **Current Spirit** and cannot regain it until Resting. From youth, they are trained in combat from afar and in the dark since their survival depends on it. Goblins gain a bonus +3d10 bonus on Damage rolls when fighting in Hordes (over 20 Goblins within 20 Squares).

Natural Ability 1: Blind Attack Ability
At all times, Goblins are able to make an attack without penalty as long as two other senses are not penalized because of their familiarity with living underground and away from direct sunlight. *For instance, if a Goblin has a full use of the sense of touch and smelling, the attack is successful.*

Natural Ability 2: Automatic Pinpoint Region Ranged Ability
At any time, a Goblin is able to pinpoint a desired location with a ranged weapon without any penalty.

Natural Ability 3: Heightened Senses
Any Ruling Level roll that requires any Sense Core Ruling earns a bonus +20% in the attempt.

Hobgoblins

Heritage: HOBGOBLIN	TRAIT	Core	Male	Female	=Base Trait
Lifespan: 40 years	Body:	30	+3	+2	=Base Body
Height: 6 feet + 2d10 inches	Mind:	10	+0	+1	=Base Mind
Weight: 100 + (1d10 x feet) lbs.	Sense:	40	+3	+2	=Base Sense
Natural Defense %: +6%	Spirit:	10	+0	+1	=Base Spirit

Heritage, Culture & Nature: Strategic, Horde Organized and Devious
 As taller and stronger cousins of the Goblin Heritage Type, Hobgoblins live above ground in shady conditions under forest canopies, jungles and swamps. Hobgoblins move very well in those territories. They are divided into clans and practice both melee and ranged weaponry war games as a code of reaching adulthood. Even though they do not suffer in direct sunlight, they Hobgoblins gain a bonus +3d10 bonus on Damage rolls when fighting in Hordes (over 20 Hobgoblins within 20 Squares).

Natural Ability 1: Natural Gamekeepers
 Hobgoblins are easily able to track down prey; as a result, they are natural Gamekeepers by instinct instead of being taught by Trade.

Natural Ability 2: Automatic Pinpoint Region Ranged Ability
 At any time, a Goblin is able to pinpoint a desired location with a ranged weapon without any penalty.

Natural Ability 3: Unhindered Movement
 Hobgoblins know how to travel through mud, thick brush, vines and territorial obstacles except for ice; they gain a 50% movement bonus in those conditions as well as a +20% bonus to any Ruling Level roll dealing with movement.

Iceborne

Heritage: ICEBORNE	TRAIT	Core	Male	Female	=Base Trait
Lifespan: 1000 years	Body:	25	+2	+2	=Base Body
Height: 3 feet + 1d10 inches	Mind:	15	+1	+1	=Base Mind
Weight: 100 + (1d10 x feet) lbs.	Sense:	10	+1	+0	=Base Sense
Natural Defense %: +12%	Spirit:	40	+2	+3	=Base Spirit

Heritage, Culture & Nature: Territorial, Group Organized and Impartial
 The Iceborne live in deep underground and cold regions of the world. They have bluish-white fur and thickened skin adapted against the harsh wind and ice. The Iceborne keep to small, localized areas for warmth, but often need to travel when conditions are good to secure food and water. The Iceborne gain a bonus +3% to Attack and 1d10 bonus on Damage rolls when fighting in Groups (3 to 10 Iceborne within 5 Squares).

Natural Ability 1: Cold and Dehydration Resistance
 Iceborne are naturally resistant to the cold. They can survive in conditions down to about -50 degrees F without taking any damage and are also able to stay hydrated for up to 10+1d10 days before dehydration occurs. When an Iceborne Character is struck with any type of coldness (whether natural or magical), a +80% bonus is gained against any Ruling Level roll to resist it. In addition, when taking actual ice or cold-based damage, that damage is halved.

Natural Ability 2: Arctic Survival
 The Iceborne naturally understand icy landscapes for survival. They gain a +80% bonus when looking for food and water, understanding changing conditions and knowing wildlife in those regions.

Natural Ability 3: Water Source Magic
 Inherently bestowed with Water Source Magic and able to charge instilled gems with Water Powers.

Merborne

Heritage: MERBORNE	TRAIT	Core	Male	Female	=Base Trait
Lifespan: 300 years	Body:	20	+1	+0	=Base Body
Height: 6 feet + 2d10 inches	Mind:	20	+1	+1	=Base Mind
Weight: 100 + (1d10 x feet) lbs.	Sense:	20	+1	+2	=Base Sense
Natural Defense %: +10%	Spirit:	30	+3	+3	=Base Spirit

Heritage, Culture & Nature: Moral, Pack Organized and Benevolent

The Merborne are a semi-aquatic people with highly adapted gills and lungs; they have the choice to breathe water (salt and/or fresh water), air or both and are able to travel down to about 500 feet before water pressure becomes an issue. Their feet and hands are somewhat webbed and they have scales covering their bodies that provide both protection and a natural camouflage in water (50% bonus to **SENSE: Sight and Sound Cloaking**). Merborne prefer to live in underwater communities below water instead of choosing coastal villages. The Merborne gain a bonus +2% to Attack and 2d10 bonus on Damage rolls when fighting in Packs (3 to 20 Merborne within 10 Squares).

Natural Ability 1: Free Water Movement

The Merborne are able to move freely in water at their normal on-land movement speed.

Natural Ability 2: Water Source Resistance

The Merborne gain a +100% bonus to resist any Water Source Power that directly causes damage.

Natural Ability 3: Water Source Magic

Inherently bestowed with Water Source Magic and able to charge instilled gems with Water Powers.

Minotaurs

Heritage: MINOTAUR	TRAIT	Core	Male	Female	=Base Trait
Lifespan: 250 years	Body:	55	+5	+5	=Base Body
Height: 8 feet + 3d10 inches	Mind:	5	+0	+0	=Base Mind
Weight: 500 + (1d10 x feet) lbs.	Sense:	15	+1	+0	=Base Sense
Natural Defense %: +16%	Spirit:	15	+0	+1	=Base Spirit

Heritage, Culture & Nature: Aggressive, Independent and Variable

The Minotaur people may be the most misunderstood of the Heritage Types since they are first and foremost know for being highly aggressive and even barbaric. As a people, they dramatically vary from one individual to the next in ambitions and goals. They exhibit hooves for feet, hardened leathery skin, wide shoulders and a bull-like head with tusks. Minotaurs gain a bonus +5% to Attack when fighting alone.

Natural Ability 1: Greater Movement

Minotaurs travel use the **Current Body/6** to move a distance in Feet each 1 Action (Characters normally gain 3 Actions per Turn) and the **Current Body/4** when Sprinting.

Natural Ability 2: Ramming Knockback Rush Attack

When a Minotaur has a direct path to a desired target that is exactly 2 Squares away, the Minotaur can spend 3 Actions to perform a Ramming Knockback Rush. In the attack attempt, the attack is penalized by -1d10% because the head must fall forward to reveal the tusks, but if it strikes, 5d10 Damage is inflicted and the target is propelled backwards exactly 2 Squares due to the upward motion of the attack (potentially setting the Minotaur up for another Rush the following Turn).

Natural Ability 3: Minotaur Thrash Bash

This works exactly the same as the **BODY: Bash Ability**, but instead, the Minotaur always inflicts an additional 1d10 Damage when it works, and 3d10 Damage if the target hits a solid object.

Ogres

Heritage: OGRE	TRAIT	Core	Male	Female	=Base Trait
Lifespan: 150 years	Body:	65	+6	+5	=Base Body
Height: 10 feet + 3d10 inches	Mind:	5	+0	+0	=Base Mind
Weight: 750 + (3d10 x feet) lbs.	Sense:	10	+0	+1	=Base Sense
Natural Defense %: +12%	Spirit:	10	+0	+0	=Base Spirit

Heritage, Culture & Nature: Selfish, Independent and Impartial

Ogres are lumbering brutes that are not terribly aware or mindful of things, even though they are amazingly strong. As a people, they gather in high-mountain regions certain times of the year for family and ritualistic practices (Body Source Magic), but usually go their own ways thereafter due to the individual attitudes from one Ogre to the next. Ogres are built extremely wide, have longer than normal arms, thick skin, and large protruding teeth for eating meat. An Ogre gains +1d10 to Attack and Damage rolls when fighting independently without a Leader (in a combat scenario).

Natural Ability 1: Ogre Rage

An Ogre can spend 2 points of **Current Mind** and activate a Strength Rage for 1d10 Turns. During the time of Rage, a Character gains +1d10% to all Melee Attack rolls, +2d10 to all Melee Damage rolls and +20% to any Strength-based Ruling Level roll. Due to the physical exhaustion, when the Rage ends, the Character also loses 10 points of **Current Body**. Only one Rage is possible at a time.

Natural Ability 2: Melee Attack Linking

Ogres gain an additional, free melee attack (no Action required) as long as the first attack hits. A second attack roll is penalized by -20%. If a second attack hits, a third attack can be made and is penalized by -30%; if a third attack hits, a fourth attack can be made and is penalized by a -40%, etc. This process can continue indefinitely as long as the melee attack is within striking distance.

Natural Ability 3: Body Source Magic

Inherently bestowed with Body Source Magic and able to charge instilled gems with Body Powers.

Orcs

Heritage: ORC	TRAIT	Core	Male	Female	=Base Trait
Lifespan: 50 years	Body:	40	+2	+2	=Base Body
Height: 6 feet + 2d10 inches	Mind:	5	+0	+1	=Base Mind
Weight: 100 + (1d10 x feet) lbs.	Sense:	30	+2	+2	=Base Sense
Natural Defense %: +2%	Spirit:	15	+2	+1	=Base Spirit

Heritage, Culture & Nature: Territorial, Horde Organized and Devious

Orcs are conditioned with great stamina and any tactics necessary for survival. Orcs believe they are meant to rule as worldly tribe. Once they have taken over a region, they believe it is theirs. Because many orcs intermingle with other civilizations, they are found just about everywhere. Orcs gain a bonus +3d10 bonus on Damage rolls when fighting in Hordes (over 20 orcs within 20 Squares).

Natural Ability 1: Disease and Poison Resistance

Orcs are very unclean, but this works to their advantage. Orcs gain a +50% bonus against any Ruling Level roll involving taking damage from any disease or poison influence.

Natural Ability 2: Starvation and Dehydration Resistance

Orcs can last twice as long before starvation or dehydration sets in.

Natural Ability 3: Automatic Hit Potential advantage

When an orc has successfully given damage to a target in a Combat Scenario, any future attack uses the SENSE: Automatic Hit Potential Ability if the orc's **Current Sense** score is 20 or higher.

Panthiens

Heritage: PANTHIEN	TRAIT	Core	Male	Female	=Base Trait
Lifespan: 75 years	Body:	10	+1	+0	=Base Body
Height: 3 feet + 2d10 inches	Mind:	5	+1	+0	=Base Mind
Weight: 75 + (1d10 x feet) lbs.	Sense:	65	+3	+5	=Base Sense
Natural Defense %: +10%	Spirit:	10	+1	+1	=Base Spirit

Heritage, Culture & Nature: Territorial, Pack Organized and Devious

Panthiens are feline, jungle predators that hide to attack their prey and often act before they think. Having double-pointed ears with the ability to shut off sounds or intensify them, they are able to detect the slightest vibrations. Panthiens gain a bonus +2% to Attack and 2d10 bonus on Damage rolls when fighting in Packs (3 to 20 Panthiens within 10 Squares).

Natural Ability 1: Vibration Sense

Their delicate fur and amazing hearing give them the ability to detect any vibrations within 1-mile away under average conditions when succeeding with a Sense Core Ruling against an Involved Ruling Level after spending a full 10 Actions when sensing.

Natural Ability 2: Retractable Claw Attack

Their claws are able to act as a Piercing Weapon Type giving a 2d10% Accuracy, a 1d10+3 Damage rating and only 1 Action required per Claw.

Natural Ability 3: Natural Great Awareness

Panthiens naturally gain the **SENSE: Great Awareness** Ability by gaining an extra +1 Action number each Turn as long as the **Current Sense** remains above a score of 50 (instead of above 250).

Reptis

Heritage: REPTIS	TRAIT	Core	Male	Female	=Base Trait
Lifespan: 350 years	Body:	50	+3	+4	=Base Body
Height: 6 feet + 3d10 inches	Mind:	10	+1	+0	=Base Mind
Weight: 400 + (1d10 x feet) lbs.	Sense:	5	+1	+0	=Base Sense
Natural Defense %: +22%	Spirit:	25	+1	+2	=Base Spirit

Heritage, Culture & Nature: Moral, Group Organized and Impartial

The Reptis are a reptilian people that are covered in heavy plated scales folded into interwoven spines. Although their outer appearance can look intimidating, they are quite docile with protective natures and usually exhibit high moral qualities, spiritual calmness and defensive outlooks. The Reptis gain a bonus +3% to Attack and 1d10 bonus on Damage rolls when fighting in Groups (3 to 10 Reptis within 5 Squares).

Natural Ability 1: Tail Attack

Reptis are able to use their tail as a whipping motion to cause damage as a Blunt Weapon Type. The Tail takes 2 Actions to strike, but has an Accuracy of 1d10% and gives 3d10+3 Damage when it hits.

Natural Ability 2: Exceptional Toughness

When calculating the **BODY: Toughness Defense Ability**, Reptis gain a bonus % to all three Hit Regions equal to the **Maximum Body/5**, instead of the **Maximum Body/10** due to amazing fortitude. In addition to toughness, any damage caused by disease or poison is always halved.

Natural Ability 3: Continuous Damage Reduction

The Reptis also benefit from deflecting the first 2 points any time Damage is received from any attack to any Hit location. Even though this extra shaving away of 2 points is minimal, it proves to be extremely useful when a Reptis is hit many times over by weapons that cause minimal damage.

Smallborne

Heritage: SMALLBORNE	TRAIT	Core	Male	Female	=Base Trait
Lifespan: 100 years	Body:	5	+1	+0	=Base Body
Height: 2 feet + 1d10 inches	Mind:	10	+1	+1	=Base Mind
Weight: 25 + (1d10 x feet) lbs.	Sense:	60	+3	+3	=Base Sense
Natural Defense %: +0%	Spirit:	15	+1	+2	=Base Spirit

Heritage, Culture & Nature: Unmethodical, Companion Organized and Variable

The Smallborne people differ from their cousins since they tend to 'not be seen' and usually trust no one. As a result, the Smallborne have a particularly close relationship with other Smallborne. Smallborne have chameleon-like traits that compensates for their stature. Smallborne gain a bonus +1d10% to Attack and +5% Total Defense when fighting next to a companion in the Same Square or an Adjacent Square.

Natural Ability 1: Chameleon Skin & Hair

As an inherent magical quality, a Smallborne's skin and hair-tones adjusts to both the lighting and nearby colors within 10 seconds for the adjustments to take place. As a result, they gain a 2d10+20% when using the **SENSE: Sight Cloaking Ability** to be hidden or disguised when on the move, or a 4d10+40% bonus when not moving.

Natural Ability 2: Avoidance Defense Bonus

When calculating the **Maximum Sense/15** for the **SENSE: Avoidance Defense Ability**, the Character earns a base % to all three Hit Regions equal to the **Maximum Sense/10**. This bonus is earned based on the natural reflexes of the Smallborne in combination with their chameleon traits.

Natural Ability 3: Sense Source Magic

Inherently bestowed with Sense Source Magic and able to charge instilled gems with Sense Powers.

Ursidiens

Heritage: URSIDIEN	TRAIT	Core	Male	Female	=Base Trait
Lifespan: 90 years	Body:	60	+3	+3	=Base Body
Height: 8 feet + 2d10 inches	Mind:	5	+0	+2	=Base Mind
Weight: 500 + (1d10 x feet) lbs.	Sense:	10	+2	+0	=Base Sense
Natural Defense %: +15%	Spirit:	15	+1	+1	=Base Spirit

Heritage, Culture & Nature: Aggressive, Pack Organized and Variable

Ursidiens are an upright, bearlike people that are exceptional mammoths in battle. Their vision and sense of hearing can be limited (always a -20% Ruling Level roll). Like bears, they can rely on the sense of smell, which requires 3 Actions when attempting to locate a specific target when vision or hearing fail to provide enough information. Ursidiens gain a bonus +2% to Attack and 2d10 bonus on Damage rolls when fighting in Packs (3 to 20 Ursidiens within 10 Squares).

Natural Ability 1: Exceptional Taunting

Ursidiens appear back up their strength with great guttural, roaring taunts. Anytime a Taunt is attempted, they gain a +20% bonus to the Ruling Level comparison against another target.

Natural Ability 2: Fearlessness

They gain a +50% bonus to ward off fear, discouragement and failure by having strength in thought against the **SPIRIT: Create Dread Ability** when feeling **Worried**, **Scared** or **Terrified** when making a **SPIRIT: Fearlessness Ability** Ruling Level roll.

Natural Ability 3: Great Body

Reptis earn a +20% bonus when making any Body Core Ruling against any Ruling Level roll.

The 26 Trades

In total, the 26 Trades encompass what range of professional specialties are possible to seek out in **100% Fantasy**. Each Trade gives a Character **New Skills** and **Bonuses**. These bonuses are always unique to each Trade. Similarly, Skills can sometimes be individually learned outside of a profession. When a single skill is learned outside of a Profession, a Player must spend 50 Rewards to obtain it permanently if allowed by the **Game Designer**. In some cases, a skill can be given freely (such as by choosing a Heritage Type) or if it is given as a temporary triggered Power.

Artist: Highly adept at drawing, painting and designing artwork
Brute: Specialized in grappling and giving damage
Gamekeeper: Knowledgeable with creatures and how to hunt them
Gemcutter: Able to create Quadragons for instilling magic into them
Guide: Wise traveler of a territory able to track, forage and hunt.
Guildblade: Secret official with allegiance to one of many guilds
Harvester: Expert farmer with knowledge of soil and seasons
Healer: Specialized practices in curing and treatments in battle
Herbalist: Plant knowledge of how to create concoctions from them
Hired Hand: Skilled and strong worker able to carry heavy loads
Medium: Seeker and interpreter of Spirit Guides and the soul
Merchant: Savvy buyer, seller and appraiser desiring fortunes
Sage of the One Body: Trained in Body Source magic
Sage of the Great Earth: Trained in Earth Source magic
Sage of the Scorching Flame: Trained in Fire Source magic
Sage of the True Mind: Trained in Mind Source magic
Sage of the Many Senses: Trained in Sense Source magic
Sage of the Lasting Spirit: Trained in Spirit Source magic
Sage of the Flowing Water: Trained in Water Source magic
Sage of the Wandering Wind: Trained in Wind Source magic
Scribe: Diplomatic orator, writer, linguist, translator and historian
Smith: Maker of weapons, armor and items from metal materials
Soldier: Battle-experienced combatant with arms and armor smarts
Tactician: Knowledgeable about past events and the art of war
Worshiper: In tune with deities and the whereabouts of Sages
Wright: Adaptable worker able to complete any common task

Artists

An Artist is a master of creativity and earns profit when drawing, playing music, painting, sculpting, acting a role (such as in a performance or play), designing specific things (like architecture), or constructing any work of art. Artists have a growing reputation in their field if their craft is both unique and highly detailed (such that it cannot be replicated easily). They are also consulted and hired to design just about anything.

Artwork for Profit Skill: Each piece of artwork attempted to be created gains a 2d10+20% bonus in the attempt, though the longer attempt in the creation, the more value it is capable of having. Typically, a piece of art takes at least a full Season of devotion to create to create a piece of great value and be potentially timeless. Although the materials to create a work of art is generally insignificant, the artwork produced can bring in great rewards; a Character's full essence is put into the artwork, and as a result, a Character must be successful with a **Current Body** Core Ruling to physically create the artwork, a **Current Mind** Core Ruling to have vision for the artwork, a **Current Sense** Core Ruling for bringing the artwork to life, and a **Current Spirit** Core Ruling to bring the Character's essence into it. When all four **Current Trait** rolls are successful against a Ruling Level desired, the artwork is complete. Great masterpieces are created when all four Ruling Level checks are successful by a Complex Ruling Level or higher.

Design Skill: Artists have learned the ability to break down any complex form into its most basic parts. As a result, they have a knack for looking at the evidence at hand and piecing things together. They gain a 2d10+20% bonus when investigating clues about a situation as well as when attempting to figure out a complex problem.

Disguise Skill: Artists are adept at using paints, colors, clothing and other means to disguise oneself for someone else or to mask one's identity. This skill provides a 1d10+10% bonus when attempting to create a new disguise.

MIND: Sleep Rested Ability Bonus: Artists only require 4 hours of sleep each night (instead of 6), due to their constant enthusiasm and extra time needed for creating their design visions.

MIND: Reasoning and Reputation Ability Bonus: Artists are often consulted for their visionary insights and earn a reputation for their work. Artists that continue to create and sell valuable artwork make a name for themselves in political circles as well as with the general public. Artists gain a 2d10+20% bonus when using this ability.

Brutes

A Brute is usually a large and burly thug that has been hired to use force when necessary. As a mercenary, a Brute often associates with the Guildmember Trade to find work and make connections. Brutes profit by working as a hired hand for another willing to pay for any task, which often includes seeking out a target and combating it, or being hired to defend a certain territory against attack.

Weaponless Bonus: Brutes are great without needing a held weapon. When making a Weaponless attack, they earn a 1d10% bonus.

Bodily Force Skill: Brutes use their entire body to make attacks and turn a combat situation to their favor. Brutes automatically earn an extra +1d10 to all Melee Damage rolls, and gain the **BODY: Bash** and **BODY: Knockdown Abilities** at all times.

Maximum Body Bonus: Upon becoming a Brute, the Character undergoes massive strength training. As a result, the Character earns +5 **Maximum Body** points permanently without needing to spend additional Rewards.

BODY: Grapple and BODY: Grapple Release Bonus: Brutes are used to situations that involve close-contact fighting and wrestling with others for containment, since they are usually paid to bring back another person alive. They gain a 2d10% bonus when using these Abilities.

Gamekeepers

Gamekeepers understand specific behaviors of animals, beasts, insects, fish, creatures as well as many types of monsters. They understand the physical body of a wide variety of creatures and where to strike for success. They are skilled in hunting, tracking, trap-making and making sense of patterns found in the wild. They are also adept tanners with knowledge how to cure hides and remove scales from beasts, and use leather for materials. Ruling Level roll is based on what material is being used.

Animal & Wild Creatures Skill: A Gamekeeper gains a 2d10+20% bonus to any Ruling level roll dealing with any general encounter with a wild creature or domesticated animal, including riding on them or communicating with them.

Hunting and Tracking Skill: Gamekeepers receive a 2d10+20% bonus when tracking prey. They are skilled hunters that earn a 1d10% bonus to all Ranged-weapon Attack and +3 to all Damage rolls when actively tracking down prey or a foe on the run. Assuming tracks or signs are being left behind, the Ruling Level is modified accordingly when tracks or clues are hidden, the needed Ruling Level increases. When multiple living beings are being tracked, the Ruling Level decreases.

Bow Skill and Bonus: Gamekeepers are known for being exceptional bowyers and are able to craft bows and arrows for profit. In addition, Gamekeepers are able to reload a bow -1 Action# faster than normal (but always a minimum of 1 Action# to do so).

Trap-making Skill: Gamekeepers are skilled at setting a wide variety of natural traps to catch their prey made from wood, bone or other natural materials. Depending on what is desired, the **Game Player** suggests a trap-type for the materials at hand, and it is approved by the **Game Designer**. When setting the trap, a Mind Core Ruling is needed based on the difficulty of the trap made; of course, the more difficult a trap desired, the higher the Ruling Level needed for it to work. However, Gamekeepers automatically gain a 5d10% bonus when attempting to set a trap. If the roll is successful by one or more Ruling Levels, the trap can be set faster than normal at the same effectiveness. A failed Ruling level roll could mean that the trap might still work, but might not trigger or may have other problems when it goes off.

Natural Armor-making Skill: Gamekeepers are able to fashion armor made from cured leather, fur, wood or other natural materials from beasts, creatures, animals or trees. When an item is created, the proper time, materials and workmanship is required; a Ruling Level roll is needed against both a Body and Mind Core Ruling. Every Ruling Level higher adds to the item's Quality or Sturdiness. Typically, an item that was succeeded with a Complex Ruling Level or higher is considered to be 'High Quality' with a greater amount of detail. In many cases, the materials used determine how high the Quality can be and therefore places a direct limit on the Gamekeeper. Making natural-armors can also be profit-earning depending on the demand and Gamekeepers are also able to repair worn or damaged armors for profit as well.

Trap Detection and Identification Skill: When attempting to Sense whether or not a trap is nearby, a Gamekeeper gains a 4d10% bonus to any Ruling Level roll if it is naturally made. If the trap has magical properties as well as natural, the Gamekeeper gains a 2d10% bonus. If the trap is entirely magical in nature, a 1d10% bonus is gained. In all cases, the **Game Designer** makes the roll privately, but informs the **Game Player** that the bonus has been applied. In addition, if a Ruling Level roll succeeds, the type of trap can be identified as well.

BODY: Resist Ability Bonuses: Gamekeepers gain a 2d10+20% bonus against any Body Core Ruling relating to any **BODY: Resist Ability** due to experiences with survival.

SENSE: Sense Weakness Bonus: A Gamekeeper is able to use the **SENSE: Sense Weakness** Ability when the **Current Sense** is 50 or higher.

Gemcutters

Gemcutters carve crude gem material into finer-cut gemstones to make a profit or to produce a *Quadragon*—a gem able to hold the spiritual-energy. A Gemcutter knows the **Sacred Language** and is able to etch symbols to turn it into a *Quadragon*. Sages often hire Gemcutters to make *Quadragons* (if they are not Gemcutters themselves). Like Merchants, Gemcutters are also skilled at determining and appraising the amount of precious metals that are in a given sample, such as a coin.

Gemcutting Skill: When attempting to cleave a gem into smaller ones without a value loss in doing so, a Ruling Level roll can be made with a 3d10% bonus as a Gemcutter. Polishing and cutting a gem for symmetry also requires a Ruling Level roll. Failing a Ruling Level roll often gives it flaws, breaks it down into smaller pieces or turns the gem into gem-powder as a worst case.

Gems for Profit Skill: Since Gemcutters work with delicate tools, they often craft jewelry as a side-business. As a Gemcutter, they ensure that gemstones perfectly set into jewelry, weapons, armor or any item for that matter because of their precision work; otherwise, gems have the potential of falling out, which can lead to the disastrous consequence of having an instilled gem explode or get triggered accidentally. This is why a Sage's most trusted friend is a Gemcutter.

Appraising Skill: Gemcutters are familiar with identifying all types of minerals, metals and gems. They gain a 2d20+20% bonus to any Ruling Level roll when appraising an object, trinket, jewelry, mineral or precious metal. However, a Gemcutter gains a 4d10+40% bonus when appraising a gem. When appraising for profit, the cost for the attempt is often about 5 to 10% of the value of a specific weapon, piece of armor, item or trinket attempted.

Guides

A Guide has specific knowledge of one or more territorial environments. Unlike all other Trade types, the Guild Trade can be purchased more than once based on the region chosen. Territories include **Arctic**, **Arid**, **Hilly**, **Populous**, **Vegetative**, **Underground** or **Wet**. A Character that chooses the specific Territory gains wisdom about that type of regional plants, animals and creatures that travel through it. Guides often help with the passage of travel of people and/or merchandise through a region.

Safe Passage Skill: When successful Core Rulings against all Four Traits are successfully made daily against a base Involved Ruling Level (higher or lower based on the **Game Designer's** judgment), a Guide can prevent many mishaps and encounters to make travel as fast and as safe as possible.

SENSE: Five Senses Ability Bonus: A Guide gains a 2d10% bonus to any use of the Five Senses.

MIND: Direction Knowledge Ability Bonus: A Guide gains a 1d10+50% bonus when attempting to know a particular direction.

Region Familiarity Skill: This skill must be specified as to which region is chosen: Vegetative, Wet, Arid, Mountainous, Arctic or Populous when spending Rewards on being a Guide; each time the Guide Trade is acquired, this skill can be applied to an additional region. When a Guide becomes familiar with a given Region, they gain a +1d10% Attack bonus when fighting in that region, a 2d10% bonus to know any information about that region, a 1d10+50% bonus when navigating through that region, and a 5d10% bonus to predict weather patterns within 1d10 hours in the region. All regions must be large enough that they are able to support an ecosystem.

Arctic Region: Includes snow-filled wastelands where temperatures are below freezing for most of the year. This also includes very high locations on mountain tops. A Guide's knowledge is able to provide a bonus 1d10+50% to any other person's Ruling Level check to Resist Cold, Dehydration and Starvation.

Arid Region: Includes deserts, active volcanic zones and other barren areas where life is scarce due to hot conditions. A Guide's knowledge is able to provide a bonus 1d10+10% to any other person's Ruling Level check to Resist Heat, Dehydration and Starvation.

Hilly Region: Includes hills, valleys, lowlands, highlands, dormant volcanic zones and mountainous areas that are not frozen over. The Character has a good means of surviving these

climates by finding shelter (2d10+20% bonus) and foraging off the land by earning a 2d10+20% bonus as well as a 1d10+10% bonus to understand the vegetation and wildlife in the area.

Wet Region: Includes low-populated coast lines, islands, oceans, rivers, lakes, underwater zones and places where water cannot be avoided. The Character is a good fisher (1d10% bonus), good swimmer (2d10% bonus) and also has intimate knowledge of what it takes to make sea-worthy vessels, what materials are needed to fashion them and how to pilot them (+1d10% bonus). A Guide's knowledge is also able to provide a bonus 1d10+50% to any other person's Ruling Level check to Resist Suffocation as well as a 2d10% bonus to any Swimming roll when communicating to others.

Populous Region: Any location with designed, hand-built structures and/or modifications to the land with at least 100 or more people such as forts, villages, towns, castles, cities, fortresses, etc. The Character has better access to local information (2d10% bonus) as well as understanding the local customs, rituals and cultures that may exist among that population (2d10+20% bonus).

Vegetative Region: Includes jungles, swamps, forests, scrub-brush, fields and other places where plants are able to flourish and over a generally flat surface. A Guide's knowledge is able to provide a bonus 1d10+50% to any Ruling Level check to know about or Resist Poison. The Character has a good means of surviving and foraging by earning a 2d10% bonus as well as a 1d10+10% bonus to understand the vegetation and wildlife in the area.

Underground Region: Includes caves, caverns, tunnels and other vast locations without sunlight that require a great amount of exploration to navigate (whether natural or designed). A Guide's knowledge is able to provide a bonus 1d10+50% to any other person's Ruling Level check to know a depth or direction, and a 2d10% bonus to any **Sense Trait** Ruling Level roll when underground.

Guildblades

Guildblade

Guildmembers have an alliance with a specific group called a 'Guildfamily,' which is usually part of a secretive network. They take risks for the group when there is great potential for reward. Guildblades are often gamblers by day and swindlers when a situation calls for it. Because of their alliances, they consider other members of their guild as family, even calling each other cousins, brothers and sisters.

Guildblade Hostile Bonus: A Character has special advantages when traveling. Nearly any populated location has a Guildblade hostile open for lodging, food and connections for local information. However, it should be noted that other political forces may deem local Guildblades as a threat so that just as many enemies can be made as friends.

Great Stealth Skill: Guildblade Characters earn a 3d10% bonus to the **SENSE: Sight** and **Sound Cloaking Abilities** due to the secretive guild-practices and teachings.

Throwing Bonuses: Guildblade members automatically earn a 2d10% bonus when using the **SENSE: Attack Ranged Weapon** Ability, if the weapon is of the Thrown Weapon Type. Each Guildfamily has a crest and they usually carry (and often use) a specific thrown-bladed weapon as their signature-symbol of affiliation to the family.

Gaming Knowledge Skill: Due to their familiarity with nearly every known game, a Guildblade member earns a bonus 1d10% when gambling for profit.

Likeability Skill: A Guildblade member has a knack for turning on extra charm and charismatic flare. In a situation when a Guildblade member is attempting to exaggerate, fib or outright lie, a 2d10% bonus is earned to the attempt.

Harvesters

Harvester

Harvesters have an intimate knowledge of growing and maintaining edible plants and livestock, as well as using the proper tools to harvest them. In addition to tending to harvests, they also forage for food if necessary for survival, predict weather patterns and are able to cook exceptionally well.

Farming Skill: Harvesters have a general knowledge of the problems and benefits of plant-based foods and livestock. They earn a 5d10% to any Ruling Level roll when attempting to determine the cause of a problem (such as if a fungus is harming the soil of a plan, a type of animal that has been killing off livestock, and so forth). Harvesters have a natural 'green-thumb' and earn a Ruling Level bonus equal to the amount of time they've spent raising a crop or tending to livestock. The **GD** gives the appropriate bonuses based on the course of actions taken.

Seasonal Pattern Skill: Harvesters are able to forecast up to 5 days into the future based on seasonal cycles. If attempted five days in the future, a bonus 1d10+10% is given to a Ruling Level roll. Four days in the future gives a 2d10+20% bonus, three days gives a 3d10+30% bonus, 2 days gives a 4d10+40% bonus and the next day gives a 5d10+50% bonus. When predicting patterns in the same day, a 5d10%100% bonus is earned.

Foraging Skill: Seeking out naturally occurring food is a common practice among Harvesters. They gain a 3d10+30% bonus when looking for a food-source in any environment.

Fork, Pick and Shovel Bonus: When using a tool as a weapon, Harvesters are able to use the **SENSE: Combat Parry** and **SENSE: Combat Disarm Abilities** at all times with the weapon in addition to gaining a -1 Action# bonus due to the intimate knowledge of using it as a tool.

Cooking Skill: Harvesters are able to prepare the most savory, mouth-watering, tasty meals and are often hired for their expertise and experience in combining herbs, spices and ingredients. Ruling Level rolls dealing with foods are increased by 2d20+20%.

Basic Herbalism Skill: Due to their extended knowledge of plants, Harvesters have the knowledge how to concoct basic remedies, enhancements or poisons commonplace to a particular area or requiring imprecise or little preparation. A Mind Core Ruling is needed against a Ruling Level based on what concoction is attempted. The proper time and resources for making a desired remedy, enhancement or poison is also required. Any attempted concoction beyond the normal may require the Greater Herbalism Skill.

Healers

Healers understand what it takes to keep someone alive of any Heritage Type and prevent future damage. They are both book-learned as well as in practice on the battlefield.

Healing Techniques Skill: Healers have a deeper understanding of how to heal all types of wounds and create medicines from natural plants, herbs, compounds, bindings, and other methods of healing from across all Heritage Types and Trades. This skill gives both the knowledge and the required items needed to perform any type of healing. The **Game Designer** determines what materials are needed when supplies grow low, and will require the Healer to spend wealth to replenish all of the necessary healing medicines, antidotes, bindings, and so forth. In the event that a Healer is out of a particular material needed to treat a wound, the Ruling Level check is penalized accordingly to the success of the roll. Typically, the cost needed per person in materials per wound is about 10 Crystal Coins. Poisons and diseases often cost much more as they require hourly or daily treatment.

Heal Active Bleeding Skill: When anyone suffers a wound that draws blood, such as from a Slash, Pierce or similar type of weapon, if a Healer is able to get to the wound if it's still actively bleeding and spend 3 Action#s to apply healing medicines and/or techniques in time, 1d10 points can be replenished back to any **Current Trait** that had been damaged by the wound if a Mind Core Ruling must be successful against an Involved Ruling Level to stop the bleeding.

Healing for Profit Skill: Healers that make a profit from their healing skills and often open Healing Houses in civilized areas to help the diseases and those that suffer from old wounds.

Heal Inactive Wound Skill: When anyone suffered a wound that had caused blood-loss in the past 24 hours, the Healer is able to spend 1-minute to apply healing medicines and/or techniques

to it. When finished, the damaged Character is restored with +3 points any **Current Trait** that had been damaged if a Mind Core Ruling must be successful against an Ordinary Ruling Level.

Heal Blunt Wound Skill: When anyone suffers a wound that bruising or crushing in damage, such as from a blunt club or a great fall, if a Healer can spend 10 Action#s to apply healing medicines and/or techniques to restore 1d10 points back to any **Current Trait** that had been damaged if a Mind Core Ruling must be successful against a Problematic Ruling Level.

Heal Old Wound Skill: When anyone suffered a wound more than 30 hours in the past, the Healer is able to spend 1-minute to apply healing medicines and/or techniques to it. The damaged Character is restored with +1 point to any **Current Trait** that had been damaged if a Mind Core Ruling must be successful against a Difficult Ruling Level. This skill can be administered daily. If a wound is permanent such as a weakened limb or a dislocated joint, this skill is also able to cure it over time with enough medicines and techniques used. Though it should be noted that this skill does not regrow digits, restores limbs or do anything beyond normal healing over time, unless extremely unique and costly medicines can be tracked down and administered.

Heal Poison Skill: When anyone has become poisoned, the Healer is able to spend 10 Action#s to administer an antidote to it. The poisoned Character receives less damage (or no damage) from the poison if a Mind Core Ruling must be successful against a Ruling Level based on the type of poison. Some poisons require multiple antidotes over a longer period of time to eradicate it completely from the Character's system.

Heal Disease Skill: When anyone has contracted a disease, the Healer is able to spend 10 Action#s to administer a medicine. The diseased Character receives less damage over time if a Mind Core Ruling must be successful against a Ruling Level based on the type of disease. Some diseases require multiple medicine doses over a longer period of time to eradicate the disease completely.

Critical Healing Skill: When anyone has suffered a Critical Effect within the 1 hour, the Healer has the ability to heal the damage from the Critical Effect by 1d10 points. The Healer is able to spend 3 Action#s to administer the curing agents and succeed with a Mind Core Ruling against a Difficult Ruling Level. If successful, 1d10 points to the **Current Trait** are healed back as well as a reduction in the **Current Trait** penalty % by 10% lower. This Skill can only be attempted once against a specific Critical Effect, though if a Character were struck with multiple Critical Effects, this skill could be attempted multiple times.

Tether Spirit to Body Skill: When a Character or target has just died within 1 hour, the Healer is able to spend 10 Action#s to administer a special mixture of medicines to keep the Spirit tethered to the body for 5d10 days without the use of the **SPIRIT: Hold the Spirit Ability**. After this skill is used, a second-time use on the deceased target will not function. The Healer must succeed against a Trivial Ruling Level against a Mind Core Ruling for this skill to take effect.

BODY: Resistance Bonuses: Healers gain a 1d10+10% bonus to all **BODY: Resist Abilities**.

Herbalists

Just as Gamekeepers are good with animals, Herbalists are able to identify plants and concoct pastes, liquids, powders and compounds for the benefit or detriment of a Character that ingests it. Herbalists are often brewers and glass-workers because of their expertise.

Plant Knowledge Skill: The Herbalist gains a 2d10+20% bonus to any Ruling level roll when understanding the details of plants, herbs and flora.

Brewing Skill: Herbalists are able to prepare alcohols and a wide-range of liquids for concoctions. Ruling Level rolls dealing with liquids are increased by 2d20+20%. As a means of profit, an Herbalist can also be hired to make alcoholic or other beverages.

Foraging Skill: Knowing what is edible or not is a common practice. They gain a 3d10% bonus when looking for a food-source in any environment.

Greater Herbalism Skill: Herbalists gain the ability to create remedies, enhancements, poisons and other types of concoctions that are able to affect and influence a Character, creature or any

form of life. The Greater Herbalism skill gives a 1d10+50% bonus when attempting to create a desired concoction effect. A Core Mind Ruling is needed against a Ruling Level based on what concoction is attempted. The proper time and resources for making a desired remedy, enhancement or poison is also required. To successfully make a concoction, the **Game Designer** determines what plant-materials, how to prepare them and how much time is needed, and then sets a Ruling Level for what is attempted. Thus, the **Game Designer** builds each concoction like a Power and gives a Concoction Card to the **Game Player**. Concoctions can come in many forms, such as powers, liquids or even consumables and also have a 'shelf-life' for effectiveness. Usually, a Concoction is not as powerful as a Magical Source, though if enough time and effort goes into a making it, a concoction can provide an effective means of giving advantages or penalties for a desired effect. The greatest advantages of Concoctions are the variety and types of influences they can provide. Standard influences affect the Four Traits in different manners, but a **Game Player** can request the means about how to find means, knowledge and ingredients to create a specialized Concoction desired for a specific influence.

Glassblowing Skill: An Herbalist has exceptional knowledgeable in the art of Glassblowing and earn a +5d10% bonus when creating a glass-object. They are able to make glass instruments for precise measurements, vials, flasks and so forth by heating sand-mixtures to the correct temperatures to make what is desired. As a means of profit, an Herbalist can also be hired to construct glass objects and earn more profit in this regard than a Wright.

Wood-carving Skill: An Herbalist is able to work wood quite easily for making racks (to hold flasks and vials), benches and tables, barrels (for holding liquids), detailed objects as well as clubs and staves, so that they are sturdy and effective.

Hired Hands

Hired Hand

Hired hands are very versatile workers that can always find employment in any location because they are strong at physical labor. Hired hands include cave miners, loggers in forests, builders in cities (masons), and even squires to help carry gear.

Masonry Skill: A hired hand has knowledge of laying down wood and bricks, building roads and fortifications. A Hired Hand earns a 3d10% bonus to any Ruling Level dealing with masonry.

Mining Skill: A hired hand has knowledge of digging, hauling materials, moving well in enclosed areas and overall knowledge of minerals and the earth. A Hired Hand earns a 3d10% bonus to any Ruling Level dealing with mining.

Ship-hand Skill: A hired hand has an overall knowledge of sea-voyaging along with an expertise with maintaining a ship in good condition, rigging lines, using harpoons, building boats, docks and barges and so forth. A Hired Hand earns a 3d10% bonus to any Ruling Level dealing with ships.

Woodworking Skill: A hired hand has knowledge of cutting down trees correctly, hauling lumber, and constructing wood as a carpenter into larger objects like structures, carts, siege weapons, and so forth. A Hired Hand earns a 3d10% bonus to any Ruling Level dealing with woodworking.

Working Weapon Bonus: A hired hand that uses any type of Pick, Axe, Harpoon, Shovel or Hammer earns a +3 damage bonus because of the unique rotational strength techniques when using it. Also, when using a Pick or Shovel underground, an Axe in a forest or a Harpoon at sea, the Hired Hands gains a +1d10% Attack bonus due to familiarity using the weapon in the region.

BODY: Weight Threshold Ability Bonus: A hired hand can carry an additional 20% more weight without penalty.

Hired Hand for Profit Skill: Since they are known for being hard workers, they are often hired for tasks that require little knowledge but great effort and strength.

Mediums

A Medium is one that is able to more easily communicate with the Spirit Guides of others and provide easier links into the Spirit Realm. Mediums believe that by having a higher awareness and understanding of the happenings in the Spirit Realm, one's life is greatly enhanced as well as one's ultimate survival.

SPIRIT: Spiritual Guide Ability Bonus: A Medium earns a 1d10+50% bonus to any Spiritual Guides Ruling Level roll.

Guide to Guide Contact Skill: A Medium earns the ability to communicate with the Spiritual Guides of another Character that is nearby (within a number of feet equal to the **Current Spirit** score). However, if the Spirit Guides are unfriendly toward the Character's Guides, a resulting spiritual warfare could lead to a drain in **Current Spirit** from one or both Characters. The rules that govern Guide to Guide interaction are complex and involve many judgments by the **GD**.

Spiritual Connection Skill: A Medium is able to provide a calming environment for others deemed as friends within a number of feet equal to the **Current Spirit** number. All friends gain an additional +1 point to all four of the **Current Traits** after every period of Rest. A Medium automatically increase any Spirit Core Ruling Level roll by 2d10% of any friend within range.

Spiritual Wellness Skill: When a Medium's **Current Spirit** falls below 5 points, the Medium gains back +1 **Current Spirit** each hour regardless of Rest. When a Medium is physically touching or within a few feet of one individual deemed as a friend, this Spiritual Wellness can apply to that friend as well (though the Medium does not gain the skill because of the transference).

SPIRIT: Meditative Foresight Ability Bonus: A Medium does not need to be in a state of meditation to use this Ability!

SPIRIT: Vision Quest Ability Bonus: A Medium does not need to be in a state of meditation to use this Ability!

Spiritual Profit Skill: Although the practice of earning a profit is looked down upon, Mediums can be paid by others to understand what another person's Guides desire. When payment is a gift rather than the Medium looking for work, Ruling Level roll is based on complexity of what is attempted to be communicated from a Guide to a Character.

Merchants

As dealers and tradesmen, Merchants buy and sell goods in local markets as well as across the lands in moving caravan routes. Merchants can accurately place a market-value price on trade-items such as weapons, goods, armor, gems, trinkets and so forth. Ruling Level rolls with a +1d6 bonus are based in how common or rare an item is.

MIND: Deceptive Persuasion Bonus: Merchants always gain a 4d10% bonus when attempting this Ability due to their influential nature. This directly influences the overall profit gained in a transaction when a Ruling Level roll succeeds.

SPIRIT: Influence Ability Bonus: Merchants always gain a 2d10% bonus when attempting this Ability due to their influential nature. This directly influences the overall profit gained in a transaction when a Ruling Level roll succeeds.

MIND: Reasoning and Reputation Bonus: Merchants always gain a 2d10+20% bonus when attempting this Ability due to their influential nature.

Craft Reputation Skill: Merchants have the skills to create and alter a reputation quickly and make it believable whether it is true or not. Any attempt at creating a new Reputation earns a 2d10% bonus in the attempt.

General Traveling Skill: Merchants gain a 2d10+20% bonus to know any local information where commerce is taking place in a fixed region, city, town, etc. In addition, Merchants gain a 1d10+50% bonus to navigate along known trade-routes when traveling as well as a 2d10% bonus to acquire any type of information along that route.

MIND: Languages Bonus: Merchants have a broad, but simple understanding of many languages. Because of the frequent transactions with others, they are able to choose 5 additional languages in which they are able to have basic speaking skills.

Appraising: Merchants are familiar with identifying all types of trinkets, items, minerals, metals and gems. They gain a 1d10+50% bonus to any Ruling Level when appraising a trinket, object, jewelry, mineral or precious metal as well as a 2d10% bonus when appraising a gem. When appraising for profit, the cost for the attempt is often about 5 to 10% of the value of a specific weapon, piece of armor, item or trinket attempted.

Sages of the One Body

This **Sage** uses the Body Source of magic to heal and enhance qualities of the physical body.

Body Source Magic Charging Skill: Once a diamond, peridot or spinel gem has been carved into a *Quadragon* via knowledge of the Gemcutter Trade and has been instilled with **Current Spirit** essence into the gem. Every point of **Current Spirit** contained in a Quadragon requires 1 Hour to transfer **Current Spirit** into a gem, and every point of **Current Spirit** gives 1 Season of **Charging** Potential. As long as 1 or more points of **Current Spirit** exists in a Quadragon, a gem can be **Charged** with a Body Source Power of one or more *trigger types*.

Body Source Magic Resistance Skill: If desired, a Sage of the One Body has a 7 out of 10 chance to ward off and dissipate any Body Source Magic Power that strikes the Character's Same Square.

Sages of the Great Earth

This **Sage** uses the Earth Source of magic for defense, power and strength.

Earth Source Magic Charging Skill: Once a diamond, sapphire or emerald gem has been carved into a *Quadragon* via knowledge of the Gemcutter Trade and has been instilled with **Current Spirit** essence into the gem. Every point of **Current Spirit** contained in a Quadragon requires 1 Hour to transfer **Current Spirit** into a gem, and every point of **Current Spirit** gives 1 Season of **Charging** Potential. As long as 1 or more points of **Current Spirit** exists in a Quadragon, a gem can be **Charged** with an Earth Source Power of one or more *trigger types*.

Earth Source Magic Resistance Skill: If desired, a Sage of the Great Earth has a 7 out of 10 chance to ward off and dissipate any Earth Source Magic Power that strikes the Character's Same Square.

Sages of the Scorching Flame

This **Sage** uses the Fire Source of magic to create flame, smoke, heat and explosive qualities.

Fire Source Magic Charging Skill: Once a diamond, ruby or opal gem has been carved into a *Quadragon* via knowledge of the Gemcutter Trade and has been instilled with **Current Spirit** essence into the gem. Every point of **Current Spirit** contained in a Quadragon requires 1 Hour to transfer **Current Spirit** into a gem, and every point of **Current Spirit** gives 1 Season of **Charging** Potential. As long as 1 or more points of **Current Spirit** exists in a Quadragon, a gem can be **Charged** with a Fire Source Power of one or more *trigger types*.

Fire Source Magic Resistance Skill: If desired, a Sage of the Scorching Flame has a 7 out of 10 chance to ward off and dissipate any Fire Source Magic Power that strikes the Character's Same Square.

Sage of the True Mind

This **Sage** uses the Fire Source of magic to create flame, smoke, heat and explosive qualities.

Mind Source Magic Charging Skill: Once a diamond, amethyst or citrine gem has been carved into a *Quadragon* via knowledge of the Gemcutter Trade and has been instilled with **Current Spirit** essence into the gem. Every point of **Current Spirit** contained in a *Quadragon* requires 1 Hour to transfer **Current Spirit** into a gem, and every point of **Current Spirit** gives 1 Season of **Charging** Potential. As long as 1 or more points of **Current Spirit** exists in a *Quadragon*, a gem can be **Charged** with a Mind Source Power of one or more *trigger types*.

Mind Source Magic Resistance Skill: If desired, a Sage of the True Mind has a 7 out of 10 chance to ward off and dissipate any Mind Source Magic Power that strikes the Character's Same Square.

Sage of the Many Senses

This **Sage** uses the Sense Source to modify the senses.

Sense Source Magic Charging Skill: Once a diamond, bloodstone or onyx gem has been carved into a *Quadragon* via knowledge of the Gemcutter Trade and has been instilled with **Current Spirit** essence into the gem. Every point of **Current Spirit** contained in a *Quadragon* requires 1 Hour to transfer **Current Spirit** into a gem, and every point of **Current Spirit** gives 1 Season of **Charging** Potential. As long as 1 or more points of **Current Spirit** exists in a *Quadragon*, a gem can be **Charged** with a Sense Source Power of one or more *trigger types*.

Sense Source Magic Resistance Skill: If desired, a Sage of the Many Senses has a 7 out of 10 chance to ward off and dissipate any Sense Source Magic Power that strikes the Character's Same Square.

Sage of the Lasting Spirit

This **Sage** uses the Spirit Source of magic to create links between the Living and Spirit Realms.

Spirit Source Magic Charging Skill: Once a diamond, moonstone or lapis gem has been carved into a *Quadragon* via knowledge of the Gemcutter Trade and has been instilled with **Current Spirit** essence into the gem. Every point of **Current Spirit** contained in a *Quadragon* requires 1 Hour to transfer **Current Spirit** into a gem, and every point of **Current Spirit** gives 1 Season of **Charging** Potential. As long as 1 or more points of **Current Spirit** exists in a *Quadragon*, a gem can be **Charged** with a Spirit Source Power of one or more *trigger types*.

Spirit Source Magic Resistance Skill: If desired, a Sage of the Lasting Spirit has a 7 out of 10 chance to ward off and dissipate any Spirit Source Magic Power that strikes the Character's Same Square.

Sages of the Flowing Water

This **Sage** uses the Water Source of magic to command elemental waters.

Water Source Magic Charging Skill: Once a diamond, pearl or aquamarine gem has been carved into a *Quadragon* via knowledge of the Gemcutter Trade and has been instilled with **Current Spirit** essence into the gem. Every point of **Current Spirit** contained in a *Quadragon* requires 1 Hour to transfer **Current Spirit** into a gem, and every point of **Current Spirit** gives 1 Season of **Charging** Potential. As long as 1 or more points of **Current Spirit** exists in a *Quadragon*, a gem can be **Charged** with a Water Source Power of one or more *trigger types*.

Water Source Magic Resistance Skill: If desired, a Sage of the Flowing Water has a 7 out of 10 chance to ward off and dissipate any Water Source Magic Power that strikes the Character's Same Square.

Sages of the Wandering Wind

This **Sage** uses the Wind Source of magic for control over lightning and the winds.

Wind Source Magic Charging Skill: Once a diamond, topaz or tourmaline gem has been carved into a *Quadragon* via knowledge of the Gemcutter Trade and has been instilled with **Current Spirit** essence into the gem. Every point of **Current Spirit** contained in a Quadragon requires 1 Hour to transfer **Current Spirit** into a gem, and every point of **Current Spirit** gives 1 Season of **Charging** Potential. As long as 1 or more points of **Current Spirit** exists in a Quadragon, a gem can be **Charged** with a Wind Source Power of one or more *trigger types*.

Wind Source Magic Resistance Skill: If desired, a Sage of the Wandering Wind has a 7 out of 10 chance to ward off and dissipate any Wind Source Magic Power that strikes the Character's Same Square.

Scribes

Commonly employed as librarians and historians to political officials, Scribes create documents as well as public notices. Not only are they skilled linguists, they also have a knack for communications, verbal inferences and dialects among many Heritages. A Scribe is also skilled speaker and can often go on to be a diplomat or leader of a political region.

Bookbinding Skill: Scribes have a formidable knowledge how to create books and bind them with materials commonly found in civilization. They also can easily manufacture writing utensils needed for documentation.

Scribing for Profit Skill: Scribes are able to etch, draw and write, print and stylize texts, manuscripts, maps and documents of all types. They are paid for announcements, signs, books, scrolls and so forth for passing down knowledge in the written hand. Many persons also require text to be taken to Scribes for immediate translation. Depending on the need and the time involved, a Scribe is paid well for his or her services.

MIND: Languages Bonus: Scribes have a deep understanding of many languages. When becoming a Scribe, they go through intensive training and learn five new Languages at a Mastery level (being able to speak, read and write in them, plus have a mastery understanding). When speaking aloud, a Scribe is extremely competent in both the manner and clarity of the message, such that a bonus 2d10% is earned when attempting to influence another's opinion, appear respectful, provoke or even taunt another.

General Knowledge Skill: Scribes are very well-read and have acquired a deeper knowledge of all things. As a result, when attempting to figure out a problem or remember a fact, a Scribe gains a 2d10% bonus to the Ruling Level roll.

General History Skill: Scribes have learned a great deal of historical information. When attempting to find or remember something of historical significance, a 3d10% bonus is earned to the Ruling Level roll.

Mapping Skill: Scribes are excellent cartographers and are able to manufacture accurate maps quick and efficiently. When traveling in new territories or regions, it can be assumed that a Scribe is able to map out the greatest details without issue, given enough time to do so. When a detail is extremely complex to map and a Scribe has not had the time to map it out, a Scribe earns a bonus 2d10+20% to a Ruling Level roll when attempting to map it at a later time.

Smiths

Smiths use anvil, hearth, hammer and tongs to work metals and other materials as the basis of creating weapons, defenses like armor and shields, as well as other useful objects.

Forge for Profit Skill: A Smith is able to make a solid profit, especially in times of war and battle.

Weapon Bonus: A Smith that makes his or her own weapon gains a +2% Attack bonus and a +2 Damage Bonus due to its tailored design. A Smith that knows the Wright Trade earns an additional +1% Attack bonus and +1 Damage bonus (for a +3% and +3 total).

Armor Bonus: A Smith that makes his or her own armor gains a +3% Defense bonus due to its tailored design. A Smith that knows the Tailor Trade earns an additional +1% Defense bonus (for a +4% total).

Forging Skill: Smiths are able to forge metal objects that are commonplace items of basic design. These metal creations can also be fitted to be combined with wood, bone or other materials for a working object, such as a spear made from a wood shaft and a metal tip. A Smith's work varies from place to place, and it can be subjective in nature to determine what objects are commonplace or not. The **Game Designer** determines what items are common or not based on local societies, the Character's past and so forth. Common items include weapons like swords, axes and spears and basic types of metal armor. Other accessories commonly needed in civilization are created by Wrights. When a Smith attempts an item that is deemed uncommon or rare because the knowledge is fairly specialized to another region or Trade for example, the Smith's Ruling Level to create the item is penalized. When an item is forged, the proper time, materials and workmanship is required; a Ruling Level roll is needed against both a Body and Mind Core Ruling. The more time put into a particular item, the **Game Designer** rewards a bonus to the Ruling Level roll so that the quality increases. As long as an item is of an Ordinary Ruling Level or higher, its function works as intended. Every Ruling Level higher adds to the item's Quality or Sturdiness. Typically, an item that was succeeded with a Complex Ruling Level or higher is considered to be 'High Quality'. In many cases, the materials used determine how high the Quality can be and therefore places a direct limit on the Smith. *For instance, forging an object from bronze always yields a lower quality object compared to that of a stronger or magical alloy made of iron or nurethos.*

Repair Skill: A Smith is able to maintain and reconstruct damaged or altered objects. Repairing an object depends on its Quality. Items of a higher Quality require additional time and the proper materials to make the repair.

Trade Enhancement Bonus: Smiths that also have the knowledge of another Trade, such as being a Hired Hand, Weaver, Gamekeeper, Wright and so forth earn the wisdom how to forge items with additional detail and earn a 2d10% bonus to any Ruling Level roll. *For example, knowing how to make a pair of gloves as a Tailor would apply to a smith making a pair of gauntlets to fit its owner perfectly.* If a Smith is also working with a person of another Trade, the Smith earns a 1d10% bonus to the Ruling Level roll because of the increased knowledge gained.

Soldiers

A soldier is a disciplined-minded warrior with detailed knowledge-base of weapons and armor. Soldiers have a group-oriented fighting style and are able to operate siege-weaponry, including rams, catapults, ballistae, trebuchets and war machines.

Weapon Bonus: Soldiers are able to use any Weapon Type with an increased +3% Attack bonus.

Favored Weapon Bonus: Soldiers are able to choose a specific Weapon and gain a 1d10% Attack and +3 Damage bonus with it.

Armor Weight Threshold: Soldiers are able to wear any Armor Type without it counting toward the Character's **BODY: Weight Threshold Ability**.

BODY: Group Melee Attack Bonus: A soldier can use this Ability at all times.

BODY: Group Defense Bonus: A soldier can use this Ability at all times.

Siege Weapon-Construction Skill: Soldiers gain a 1d10+50% bonus when attempting to manufacture any type of siege-weapon. They also earn a 2d10% Attack bonus when using a siege-weapon.

Tacticians

Tacticians study why things were defeated or had gained advantages concerning key strategies, defenses, and judgments. They also have general knowledge about how old combat-related items or places are, including war machines, weapons, armor, battlefields and so forth. Tacticians are highly trained in mental acumen and a wide range of knowledge to distinguish probable fictitious rumors from real fact based on documentation or actual evidence. They are extremely competent strategic planners.

Historical Battles Skill: The Tactician is part of a type of guild known as the *Defenders of the Past*. They have intimate knowledge of important combat events that have transpired, the people that influenced those events, and other information surrounding the actions that shaped things. This includes local or regional information as well as worldwide events. Like an investigator, they follow a code to keep the truth as clear as possible and only pass evidence to noted Tacticians that will not adjust or translate facts with bias, in the hopes to give them an upper hand in future battles. In other words, Tacticians distill fact from gossip based on evidence and are able to adapt to new evidence found that could alter the current understanding of a set of events. Because of their processes, Tacticians earn a 1d10+50% bonus to any **Current Mind** roll when attempting to understand or gather information about a past battle.

Battle Planning Skill: Tacticians that have prior knowledge to a possible battle gain additional insights and clues as to what could occur based on current information and the approximate time it could take place. This Battle Planning skill uses a Mind Core Ruling; the degree of success determines how many additional clues might be learned. The closer a potential conflict is in time, the greater the chance that more clues could be discovered. When additional reconnaissance is gained, bonuses can be applied to the Mind Core Ruling.

MIND: Leadership Ability Bonus: Tacticians have exceptional leadership qualities, and give additional confidence to others. In practical use, the Tactician organizes battle-forces and is often hired by nobles or military-minded cities and strongholds to protect a region or lead a mission into hostile terrain. As the leader, the Character can command a number of friendly targets under his or her wing up equal to the **Current Mind/3**. Any friendly target under the leadership of a Tactician also earns a 2d10% bonus to any Mind, Body or Sense Core Ruling.

MIND: Calculated Defense Bonus: Instead of using the **Maximum Mind/4** for Calculated Defense, Tacticians have a Calculated Defense equal to the **Maximum Mind/3**.

Worshippers

Worshippers are highly knowledgeable and highly in-tune with spiritual nature. Worshippers are also keepers of secrets that pertain to the deities in the **Game Designer's** Campaign world. Even though a Worshiper might have a specific allegiance to one deity, all Worshippers are knowledgeable about all deities. They also help the cause and works of all religious grounds that are affiliated with their same Nature Compass (Benevolent, Good, Impartial, Devious or Malevolent); the **Game Designer** determines the specific religious or mythological figures into the adventure campaign and assigns each deity or supernatural being to one of these five Nature Compasses. Worshippers travel from place to place to perform tasks and carry out a deity's bidding throughout the lands such as building or maintaining structures, passing on vital information, assisting in prophecies, and so forth.

Temple Service Skill: Although worshippers must give 10% of their financial earnings to their worship, that money goes a long way. They earn a 4d10+40% bonus when attempting to know information pertaining to religion, deities, rituals, customs and spiritual insights. They also have a place to stay in any populace of any deity's place of worship. For purposes of *100% Fantasy*, Worshippers practice religion in the following places of worship and are called by a particular named classification (so when talking about a structure to **Game Players**, it is clear by word-use what Nature Compass or type of Worshiper an Order relates to):

- Benevolent Worshippers (Lords) = Haven [Ex. *Enlightened Haven of the Zealous Lords*]
- Good-natured Worshippers (Clerics) = Sanctuary [Ex. *Great Sanctuary of the Ancient Clerics*]
- Impartial-natured Worshippers (Prophets) = House [Ex. *Healing House of the Elvish Prophets*]
- Devious-natured Worshippers (Mystics) = Shrine [Ex. *Shadowed Shrine of the Deep Mystics*]
- Malevolent-natured Worshippers (Disciples) = Temple [Ex. *Fiery Temple of the Old Disciples*]

Healing Prayer Skill: Due to the strong connection to their faith, Worshippers gain a 1d10+1 bonus to increase to any one of the **Four Current Traits** after a one-hour Prayer. This prayer can be focused on the Worshiper or any other target across any distance, but the Worshiper must keep in full-concentration during the hour to manifest the healing prayer successfully.

Wrathful Damage Skill: A Worshiper is able to launch a 3 Action# Weaponless attack (touch by the hand) that causes Xd10 **Current Spirit** damage to anyone that is a "Known Foe" of the Worshiper's order (where 'X' equals the Worshiper's **Maximum Spirit/10**). When the attack is successful, the Worshiper is drained 1 **Current Spirit**. "Known Foes" are those individuals that are a part of a greater goal to diminish or destroy the wishes of a Worshiper's deity. Typically, Benevolent and Good-natured Worshippers are at conflict with Devious and Malevolent-natured Orders, so each gains this skill against the other. When the **GD** deems a particular Character has taken an action that is blasphemous to the other religious order or if appeasement has been met.

Source Magic Knowledge Skill: All Worshippers keep track of the whereabouts of the Sages and other spiritual entities that are capable of Powers, since Source magic and the Spirit Realm are the creations of the deities. In some circles, specific Sages are 'watched' and kept track of for their exceptional Powers, in case they become a threat, change their allegiances, and so forth. As a result, Worshippers have an exceptional knowledge of all eight Magic Sources and can learn intimate information and rumors about what Sages have been doing in social-circles. Worshippers gain a 5d10+50% bonus on any Mind Core Ruling when seeking information about the Sages.

Karmic Debt Skill: A Worshiper has the potential to ask a deity as a system of building up 'spiritual karma' due to acts of devotion and prayer to the deity. The more active a Worshiper is in his or her devotion, the higher the Ruling Level bonus awarded by the **Game Designer** when making a Spirit Core Ruling (against a Ruling Level based on what is asked for). Typical requests include foresights, answers to questions, signs and small favors; the Ruling Levels on minor requests is often between 'Involved' to 'Trivial.' However, when asking for greater interventions such as curses or miracles, the Ruling Level raises accordingly. Every attempt requires an amount of time (sometimes weeks or months). Whether successful or not, a Worshiper's current karma level is adjusted. Karma is never known by the **Game Player**, and is tracked by the **Game Designer**. It should also be noted that when a **Game Player** asks too much from his deity and too much karmic-debt builds up, the Worshiper may need to 'pay a price' based on one's deity.

Godly Immunity Skill: Once per day, a Worshiper can give one person (or oneself) the ability to be immune to all damage sources for 1d10 Turns.

Wrights

A Wright is a versatile maker of common items, clothing, trinkets and hand-built objects of many different materials. Wrights are extremely hands-on when using devices such as lock-mechanisms, kilns and traps. They can also create many types of items needed for use in structures with the proper tools including gates, roofing, brick, and so forth. An experienced Wright is able to know how to obtain the materials that are needed and implement the processes involved in creating useful and common items for society. As a result, Wrights are knowledgeable with the textile arts, carpentry and masonry. Many items include tools, instruments, barrels, wheels, harnesses, saddles, farming tools, fishing gear, art supplies, glass containers, mirrors, engineering mechanisms such as locks and pulleys, pottery, toys, sculptures and so forth. However, it should be noted that Wrights are also competent in sewing and weaving materials, though they are usually not as strong as a Hired Hand to build heavy structures, mine ore, log trees and so forth. Each new item requires a Ruling Level roll with a 1d10 bonus for creation, although the proper amount of time and materials are needed.

Object Creation and Tailor Skill: Wrights are able to fashion items, trinkets, and just about any type of item needed to make a civilization function normally. When an item is created, the proper time, materials and workmanship is required; a Ruling Level roll is needed against both a Body and Mind Core Ruling. Every Ruling Level higher adds to the item's Quality or Sturdiness. Typically, an item that was succeeded with a Complex Ruling Level or higher is considered to be 'High Quality' with a greater amount of detail. In many cases, the materials used determine how high the Quality can be and therefore places a direct limit on the Wright.

In addition to common objects, wrights are able to act as a tailor and create specialty clothing items for an individual because they are able to sew, weave and construct garments quite easily. In addition to clothing, this skill also includes bags, packs, tarps, and so forth.

Repair Skill: Tailors can maintain and rework damaged items. Repairing an object depends on its Quality. Items of a higher Quality require additional time and the proper materials to make the repair.

Object Construction Bonus: Due to the vast knowledge of making so many types of items and objects, a Wright is able to provide a 2d10% bonus to any Ruling Level check if assisting in the creation of any item.

Make-shift Weapon Bonus: Wrights are able to take any standard object that is not normally used as a weapon, and be able to use it as a make-shift weapon by gaining a bonus +3% to the Attack roll and +2 bonus damage. This would include objects that a Wright would normally have created such as a chair, sculpture, piece of pottery, and so forth.

Work for Profit Skill: A Wright earns his keep making a decent profit performing odd jobs, constructing crude or small objects, or simple repair of things that are broken or damaged.

BODY: Riding Maneuvers Ability Bonus: A Wright often works with animals, in stables or creates objects that farmers, horsemen and other animal-trainers require such as saddles, harnesses and so forth. Because of this familiarity, they earn a 2d10% bonus to any Ruling Level Ability roll.

Fishing Skill: When a Wright actively fishes each hour, a 1d10 is rolled to see how many fish are caught when near normal-populated waters; another 1d10 is rolled for the size of caught fish.

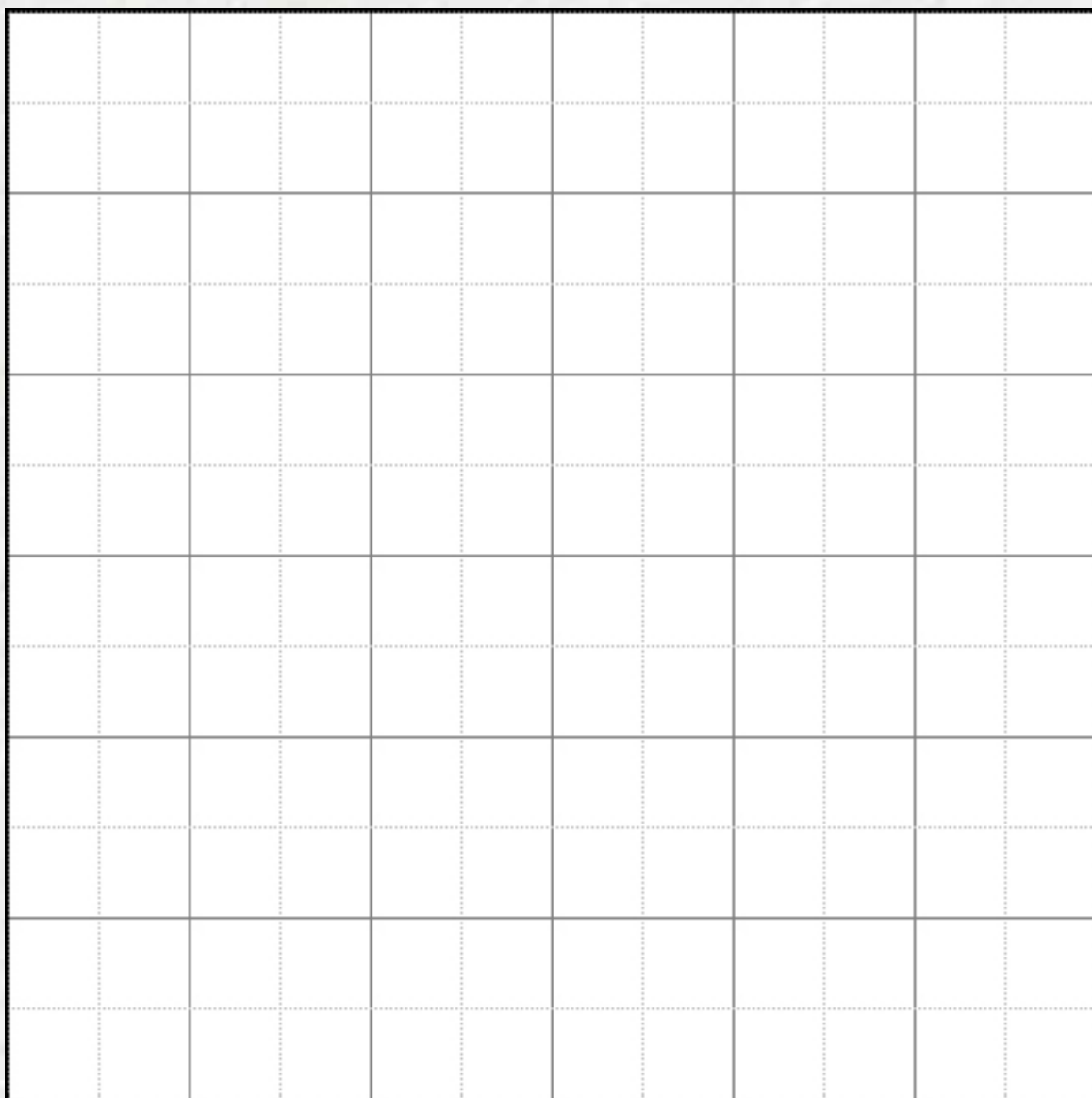
MIND: Deceptive Persuasion Bonus: Wrights gain a 2d10% bonus when attempting this Ability due to their frequent communications with others. This directly influences the overall profit gained in financial transactions.

MIND: Languages Bonus: Wrights must communicate with a wide range of Heritage Types. Because of the frequent dealings with the public, they are able to choose 5 Heritage-dialect languages in which they are able to have basic speaking skills.

Combat

Like many traditional role-playing games, combat situations in *100% Fantasy* are resolved based on grid-paper. Although it is possible to calculate the number of feet away something is away from one Character to the next, this system takes place entirely 'Squares.' The dimension of a Square is 10 feet in width by 10 feet in length on the grid-map, but in reality, a Square is actually a volume of space that is also 10 feet high. In cases when a Character is above a location, hovering, flying or the like, the **Game Designer** may need to approximate how far away one target is from the next by using a ruler or tape-measure for measuring Squares through space.

In *100% Fantasy*, Squares were chosen to be 10x10x10 feet in units using 1-inch grid-paper (as noted below). Each Square also can contain four quadrants because up to four Characters are able to occupy a single Square. From experience playing on 5-foot grid paper maps with 1-inch Squares, it is common for battles to occupy an entire table and beyond. For this reason, *100% Fantasy* has additional solutions for making battles manageable and representative of greater numbers of combatants.



Combat Squares & Grid Size

There are many advantages when using 5-foot grids for showing a little more detail if the **Game Designer** wishes to double all mechanics in *100% Fantasy* to accommodate 5-foot vs. 10-foot grids. As a matter of curious interest, miniatures are often designed for the one inch grid-Square along with many game systems and supplements, and for this reason, most gamers do not deviate from this standard even though it can be quite frustrating for everyone to find a table big enough and have a few edges for placing down dice and a pencil.

Instead, using Squares that are 10x10x10 not only doubles the map space, it provides movement across a map as a battle unfolds as well as packing Squares with more than one combatant. Since typical, store-bought miniatures appear to be twice as large within each Square, the best solution is to have each **Game Player's** miniature residing in a 'Marching Order' line next to the **Game Designer**.

So what represents the Character on a map? You will be able to find at any local craft store bags of small glass-beads that are extremely cheap that contain 50 or more beads that are about 1/4th of an inch in diameter; as a result, four beads are able to fit into each 1-inch Square. Next to the **Game Designer**, the line of Characters has a respective colored-bead next to each Character for a 'default' marching order. Then on the actual game map, use the same colored bead represents the Character.

*[Personally, I like to use the transparent beads for Characters and opaque beads for NPCs to distinguish between them. The **Game Designer** might also use small 6-sided dice to represent Characters, while using glass beads as the enemies and/or **GD**-controlled Characters.]*

Marching Order

Using bead or dice-representations does many good things for everyone in combat. First of all, the **Game Designer** will be able to use a larger map overall and potentially introduce far many more interactions, obstacles and types of situations. Second, **Game Players** are always thinking about strategy because of the concern over a 'default' marching order. Third, because the marching order is previously known, the **Game Designer** can speeds up time in the game or slow it down by hinting or asking questions to the **Game Players**, "*Are you sure this marching order is what you want?*" or, "*How many Squares away do you want your 1st Character from the 2nd Character,*" etc. Forth, having a marching order can add suspense when the **GD** places beads on a grid-map, but only to build up the idea that something *could* happen. As a tool of anticipation, when the **Game Designer** points to the Characters in the party or asks about it, the excitement builds.

When a battle actually begins, the **GD** plops down the entire party's representation as beads into the battle. Accidents do happen in real-life, especially to miniature figures, but not to glass beads. Miniatures tend to fall over, break off their weapons and lose their placing if the grid-map is moved because they are top-heavy, whereas beads act like paperweights, are easy to move and adjust, can readily be placed down in great numbers and come in all shapes, colors and sizes. Once everyone grows accustomed to the particular bead-look and color, the entire process is sped up and gameplay has been enhanced.

Squares are important gauges in knowing how far away a weapon can strike, the distance a Power can manifest, how much distance can be traversed, etc. However, the main problem with using a grid is the diagonal distance within a Square. Most smart **Game Players** would ask the question, "*Why would I ever move my Character vertically or horizontally on the grid-map when I could cover a greater distance diagonally?*"

This complaint is legitimate and why some gamers prefer using hexagons for higher range of accuracy for movement across a game map. Hexagons, though, are cumbersome in many other ways. *For instance, just try to draw a building, structure, hallway or path, and so forth quickly and painlessly.* Just before a combat takes place, no one wants the **Game Designer** to spend 45 minutes laying out the groundwork for the battle because hexagons were the chosen method of representation.

Moving through Squares

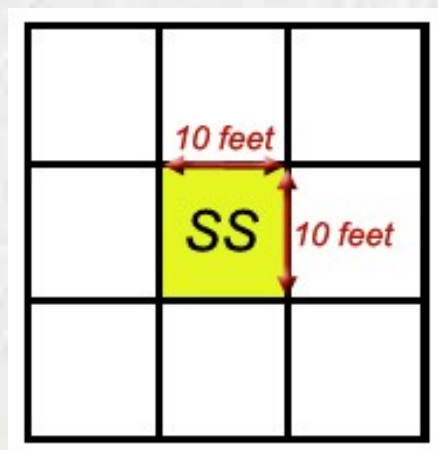
In *100% Fantasy*, the best rule to follow about moving across a grid-map is that moving diagonally is not allowed twice in a row. As a result, a Character is able to move diagonally every other Square from one to the next if desired without penalty. If movement is attempted across two-diagonal Squares in a row, then moving into the second-diagonal counts as two moves instead of one. *As an example, if a Character is allowed to move 3-Squares in a Turn, the Character could do the following if there were no obstructions:*

1. Move horizontally three times in a row
2. Move vertically three times in a row
3. Move horizontally, then vertically, then horizontally
4. Move horizontally, then diagonally, then horizontally
5. Move vertically, then horizontally, then vertically
6. Move vertically, then diagonally, then vertically
7. Move diagonally, then horizontally, then diagonally
8. Move diagonally, then vertically, then diagonally
9. Move diagonally and then diagonally a second time

Notice that the last option takes up 3 moves because the first move diagonally costs 1-move while the second move diagonally costs 2-moves.

Occupying a Same Square

Each Character that occupies a Same Square ('SS' for **S**ame-**S**quare) can freely move to any position in that 10x10x10 foot volume freely and without using an Action# to do so.



Since a Character occupies a Same Square from one Turn to the next, it is possible for additional Characters and/or targets to join that Character in the 'Same Square.' As many as four Characters are able to occupy a Same Square. When two, three or four persons occupy a Same Square, representations are moved into the Square. In addition to structures, objects and so forth in a Square, the weight and bulk of a Character roughly determines how much space the Character occupies within a Square. The formula to use is the following:

$$100 \text{ pounds in total weight} = 10\% \text{ Square occupation}$$

Note that gear and other carried weight influences this number as well. Obviously, objects that are denser in mass would take up less space, whereas bulky objects that are lighter in weight would occupy more space. As a result, this gives the **Game Designer** an approximate gauge when multiple Characters desire to occupy or move through a Same Square due to the bulk and mass of the objects in it. *For example, a Firstborne Character that weighs 160 pounds would take up about 16% of a Square, whereas a 3,500 pound Dragon would take up 3.5 Squares.*

Attacking another Square from the Same Square

The overall height of a Character or (or length of a creature's longest attacking limb) determines how far it is able to reach another Square. The rule to follow is that every 10 feet in Character height (or length of an attacking limb when it is longer than the height), add an additional Square that the Character is able to strike with a Melee-weapon. When a weapon would normally be able to strike a Same Square, a Character that is 10 to 19 feet in height would be able to strike an Adjacent Square with that weapon.

Similarly, a weapon that would normally be able to strike an Adjacent Square could strike a 2-Squares away with it if a Character is 10 to 19 feet in height. Heritage Types such as Giantborne, Minotaurs, Ogres and Ursidiens that exceed 10 feet in height typically are able to strike all Adjacent Squares when Weaponless and out to 2-Squares away when wielding a longer Melee weapon that would normally strike an Adjacent Square. Huge creatures that have a limb or tentacle over 10 feet long would be able to strike 2 or more Squares away from a Same Square, and since many huge creatures take up more than one Same Square, **Game Players** need to be careful when approaching them.

On the flipside though, a Character or creature that is smaller than 4 feet in overall height is only able to make a Melee attack upon another combatant in a Same Square, unless an Adjacent Square's target is selected as a 'Focused Target.' If desired, any combatant is able to focus on a target in an Adjacent Square to land attacks in that Square if the weapon allows it, but by doing so, the Character might be giving advantages to other attackers due to a lack of Awareness. See the section on **Active Awareness and Distraction** for additional details about the adjustments involved with focusing upon a single target.

Fighting in Unison with Allies in a Same Square

Unlike most RPG systems that discourage fighting close to friends, *100% Fantasy* encourages it. As a matter of fact, some of the best means of survival are when multiple Characters are acting as a single unit. Up to four Characters at maximum are able to fight in a Same Square together (if all four are able to fit within the Square's Occupation score (up to 1000 pounds). When fighting in 'unison', allies that occupy the Same Square gain great advantages. The only prerequisite for fighting in unison is that all allies in the Same Square must act at the 'at the same moment in the Turn' based on lowest Combat Cycle roll of an ally. *For example, let's assume there are 3 allies are fighting in a Same Square; Ally 1 rolls a Combat Cycle roll of a 23, Ally 2 rolls a 39 and Ally 3 rolls a 34. All 3 allies must act on Cycle 23, which means Ally 2 and Ally 3 must drop down to Cycle 23 even though they rolled higher. The order of the 3 allies would be determined from high to low based on the **Current Sense** score.* A Here are the many advantages when fighting in the Same Square:

Ally Attack Bonus: When using this strategy in concert and actively fighting in a back to back fashion, each ally earns a +5% Attack and a +5% Total Defense using any Melee or Ranged attack. Each Turn that two or more allies stay in the Same Square and perform an attack, those allies gain added bonuses.

Ally Damage Bonus: When two or more allies focus an attack on the same target from the Same Square in the same Turn, a +1 damage bonus is earned for each ally's attack thereafter, as long as the initial ally's attack successfully hits the intended target. *Here are a few examples. Whenever the first ally successfully hits a target in a Turn, any ally that attacks the same target in that same turn would receive a +1 damage bonus to that target. In the event that the 1st, 2nd and 3rd attack and miss in sequence, the 4th attack would not gain the +1 damage bonus since no ally had successfully landed an attack on the target. However, if a 1st attack missed but a 2nd attack hit, both the 3rd and 4th attacks would both receive a +1 damage bonus assuming both successfully hit their targets.*

Ally Protection Bonus: When any ally in the Same Square is only actively defending for his or her Turn, every other ally in the Same Square gains a +10% Total Defense bonus, plus an additive 5% for each additional ally defending. Since up to 4 allies can be in a Same Square, this provides 10% Total Defense when one person is defending, a 25% bonus when 2 allies are defending, a 45% bonus when three allies are defending and a 70% bonus maximum when all four allies are actively defending in the Same Square. It should be noted that these bonuses apply to all allies in the Same Square for the Turn.

Ally Strength Bonus: When attempting to perform a feat of strength, the ally with the greatest strength uses his or her **Current Body** for the Body Core Ruling, and any other ally gives a +1d10% advantage to the Ruling Level roll as long as that ally is in the Same Square.

Ally Communication: When one ally in the Same Square identifies a target, event or object that is meaningful due to using a Sense Core Ruling, that ally can take 1 Action# to communicate the information to all other allies successfully, so that all other allies in the Same Square do not need to make a Sense Core Ruling. It is assumed the communication can be as simple as a quick gesture like pointing or a grunt or whisper to get the attention of the target, event or object of significance.

Adjacent Squares

Any Squares that borders the Character's occupied Square is called an 'AS' (or **Adjacent-Square**). Many Melee Weapons able to strike targets in an Adjacent Square (as well as the Same Square). Only Ranged weapons can reach 2-Squares away or farther from the Character's Same Square, unless the Melee Weapon is used by a Character that exceeds 10 feet in height and the weapon would normally strike an Adjacent Square.

2S	2S	2S	2S	2S
2S	AS	AS	AS	2S
2S	AS	SS	AS	2S
2S	AS	AS	AS	2S
2S	2S	2S	2S	2S

Taking Turns

Unfortunately, there is really not a perfect solution in a table-top role-playing game for having combat unfold as if we were watching it on television. Instead, role-playing games require each Player to take a Turn, and Turns occur in order when a Combat Scenario begins. The **Game Designer** directs the progression of events during the Combat Scenario and controls at what moments every Character, monster, creature and combatant is able to act in a systematic ordering of events. The order in which each combatant is able to take actions during a Turn is determined by the **SENSE: Combat Cycle Ability**, which is described in great detail hereafter.

A 'Turn' in *100% Fantasy* is defined as a 3-second window of time. During each Turn, each combatant is allowed to 'spend' Action#s during a Turn. By default, all Characters gain +3 Action#s each Turn (roughly 1 Action# per second). However, in some cases, a combatant might gain additional Action#s, such as using the **SENSE: Great Awareness Ability**, or have Action#s removed such as being Stunned. In other words, **Game Players** can forecast what types of actions to take ahead of time by knowing how many Action#s can be spent on a given 3-second Turn.

The Combat Scenario: The First Turn of Combat

The use of the **SENSE: Combat Starting Turn Ability** defines how all Combat Scenario's begin:

The Game Designer assesses the situation and gives a bonus for one or both "Combative sides" to gain additional Action#s on the Starting Turn of the Combat Scenario (the first Turn of combat). Additional Action#s are gained by strategy, guile, deception, manipulation, hiding, cunning, preparation, above average awareness, problem-solving and so forth.

In nearly all cases, only one Combative Side of the battle about to transpire is given bonus Action#s. Those Characters that are allowed by the Game Designer to make a Sense Core Ruling must succeed against a Ruling Level determined by the GD to see if bonus Action#s are gained on the 'Starting Turn' of combat. Typically, for every Ruling Level a Character is successful by, +2 Action#s are gained. If a roll fails, no Action#s are gained. If a Character cannot meet the Trait Requirement of 5 or more Current Sense points, this Ability cannot be used and the Character is not able to act on the Starting Turn.

The Combat Cycle: Order of Combatants in each Turn

The use of the **SENSE: Combat Cycle Ability** defines the ordering of combat participants by rolling a 1d10 and adding the **Current Sense** score to it. The **SENSE: Combat Cycle Ability** determines when a participant in a Combat Scenario is able to use Action#s, but only after the Starting Turn of a Combat Scenario has concluded by use of the **SENSE: Combat Starting Turn Ability**. Moreover, once the Starting Turn has ended, all participants in a Combat Scenario make a standard **Combat Cycle** roll to see when each Character can use Action#s; a Combat Cycle roll uses a 1d10, which added to the **Current Sense** score. The **Rule of Ten** applies to the 1d10 roll.

Establishing a Cycle Number

The combatants with the highest Combat Cycle scores act before the combatants with the lower Combat Cycle scores as the 3-second Turn unfolds. The **Game Designer** calls out to the **Game Players**, "What are your Cycle numbers?" When all Cycle numbers are collected by the **Game Designer**, the order of combatants is established; the **Game Designer** goes down the list one by one (unless multiple allies all go on the lowest-rolled Cycle number).

Re-establishing a Cycle Number every 10 Turns

The Cycle number is rerolled after every half-minute (or 10 Turns). The process continues by having the Game Designer collect all Cycle numbers for all combatants to establish a new order.

Using Action#s: Overview

A Character can use three Actions each Turn in the Combat Cycle normally, unless something else modifies this number higher or lower (bonuses like Powers or Abilities that add Action#s, penalties like being Stunned, Shocked, etc.). A **Game Player** can choose to use Action#s in any desired order to make attacks, use Abilities and Powers, move a distance and so forth. If desired, a Character can also elect to do "nothing" during a Turn or 'passing the Turn.' By doing so, the **Game Designer** makes secret rolls for the Character to assess the situation at hand to evaluate ongoing circumstances by use of the **Current Mind** and **Current Sense Traits** with all Action#s for the Turn against appropriate Ruling Levels.

Depending on what is desired, Action#s must be spent. Since there are so many possible things to do, the **Game Designer** may need to judge and decide how many Action#s it takes to perform a certain action. Below is a list of common Action#s that a Character may need to spend:

<u>Type of Action</u>	<u>Typical Action#s spent</u>
Attempt to break a Grapple	2 Action#s
Awake from being asleep	3 Action#s
Drop held-item to ground	0 Action#s
Eat or drink something	3 Action#s
Evaluate circumstances	3 Action#s
Hold a Grappled target	1 Action#s
Initiate a Grapple Attack	2 Action#s
Make a Melee Attack	1 – 4 Action#s
Make a Ranged Attack	1 Action#
Make a Weaponless Attack	1 Action#
Pull an object from pouch	1 Action#
Reload a Ranged Weapon	2 – 3 Action#s
Move, Jump, Climb, etc.	1 – 3 Action#s
Move: Standing to Prone	1 Action#
Move: Standing to Crouched	1 Action#
Move from Crouched to Prone	1 Action#
Move: Prone to Standing	2 Action#s
Move: Prone to Crouched	1 Action#
Move in Same Square	0 Action#s
Mount a horse or beast	3 Action#s
Put on a shirt or pair of gloves	3 Action#s
Recovery when Eclipsed	1 Action#
Recovery when Enervated	1 Action#
Recovery when Enfeebled	1 Action#
Recovery when Exhausted	1 Action#
Recovery when Senseless	0 Action#s
Recovery when Shocked	0 Action#s
Recovery when Soulless	0 Action#s
Recovery when Stunned	0 Action#s
Sheaf or tie down a weapon*	1 – 5 Action#s
Strap on a helmet, belt or pack	2 – 3 Action#s
Talk (up to 1 sentence in Turn)	0 Action#s
Tie a basic knot	3 Action#s
Tie a complex knot	10 Action#s
Trigger a Quadragon	1 Action#
Unsheaf a weapon*	1 – 2 Action#s
Untie a pouch, bag or sack	1 Action#
Use Obstruction for Defense	2 Action#s

* Assuming that the weapon is somewhere relatively accessible on the body.

Using Action#s: Movement

A Character can move 1-Square for every 10 **Current Body** each Turn automatically without needing to spend Action#s to do so. If more distance is desired past the automatic amount each Turn, a Character can invest 1-Action# to move an additional 1-Square (10 feet). A Character can choose to 'sprint' at double the normal number of Squares in a Turn instead of move normally, but by doing so, any attempted Attack or Ruling Level roll is penalized by 50% for that Turn. For both Climbing and Swimming movement, 1 Square can be moved for every 1 Action# spent.

Using Action#s: Interruptions

During combat, a Character often spends Action#s to make an attack or activate a Quadragon (by use of the **MIND: Trigger Charged Quadragon Ability**). When attacks are made, it is possible that there are not enough Action#s in the Character's Turn for the attack. *For instance, if an Attack requires 4 Action#s, and a Character only has 3 Action#s for the Turn, the attack would be 'prepared' in one Turn and actually happen in a following Turn unless the attack is 'interrupted,' and cannot continue in a following Turn; in other words, all prepared Action#s spend on the first Turn become wasted.*

For an attack to be interrupted, a Character must receive more than 30 points of damage or a Critical Effect to any **Current Trait**. If either occurs, the Character must make a Difficult Ruling Level roll against the **Current Trait** struck to not have the attack interrupted. In addition to attacks, taking other actions that require more Action#s than what a Character has to spend in a Turn also has the potential to be interrupted as well.

Delaying Action#s

If desired, a **Game Player** can delay all **Actions** during a **Combat Cycle** so that the entire Turn is delayed. The **Game Player** has two choices:

1. Delay the Turn by falling to a lower Cycle #.
2. Delaying the Turn to establish a 'hypothetical situation' to the **Game Designer** in a sentence or two. If the hypothetical situation comes to pass, the **Game Player** is able to interrupt the **Combat Cycle** and take the Turn at that moment before the situation comes to pass. If the hypothetical situation does not come to pass, all **Actions** are lost for that Turn. Thus, it can be a risky thing to attempt.

Action#s and Ruling Level Bonuses

A **Game Player** is able to add a +1d10% to any Ruling Level roll when spending 3 Action#s. **Game Players** are able to spend 3 Action#s in this way for every 10 points of the **Current Trait**. *For example, when a Character's **Current Body** is between 30 to 39 points, up to 9 additional Action#s can be spent in an attempt against any Body Ability (such as attempting to break free from a Grapple); spending 9 Action#s would earn an additional 3d10% to the roll.*

Active Awareness, Sleep and Distraction

Unless otherwise specified by a **Game Player**, the combatant's Same Square and all Adjacent Squares around it are always actively perceived; this means a Character is always allowed a **Current Sense** Ruling Level roll when any 'threat' enters an Adjacent or Same Square. In cases when another combatant is attempting to hide or be quite to sneak up on the Character, the **Current Sense Trait** against a Ruling Level is used to monitor **Abilities** or **Powers** attempted by another threat.

In the case of being asleep during an attack, a Character uses the **Current Sense** to awaken against a Problematic Ruling Level. This Ruling Level assumes that a Character has a normal sleeping pattern and the conditions are normal as well. If a Character has been sleep-deprived, the Ruling Level is adjusted higher. Each additional person that attempts to awaken a Character gives a 1d10+10% bonus to the Character's Ruling Level roll; this assumes that the person trying to wake up the Character is in the Same Square or an Adjacent Square. If a person attempts to awaken a Character from farther away by yelling, the **GD** might award an additional bonus. At the moment a Character receives any amount of damage, the Character awakens automatically (requires 3 Action#s to understand what is going on).

In addition to sleep, a Character's awareness can become distracted, mesmerized and over-focused. The **Game Designer** judges the desired distraction and sets a Ruling Level. One example in particular is the **SPIRIT: Influence Ability**. When a Taunt is successful, a Character's focus can intensify on one target so that a Character must actively make **Current Sense** rolls to be aware of other nearby threats. *Additional distractions could include actively shouting or yelling, environmental events or even the old trick of pointing up into the sky and saying, "look over there!"* Any type of sudden bluff or rouse can create the moment needed for a distraction or help another friend get into a position for a more damaging situation. In a similar manner, when an attacker is approaching the Character from the shadows or somehow being obscured (such as from behind a wall or other object), the Character must also make a **Current Sense** roll to detect that a threat is close or nearby. If successful, a Character that has perceived the threat is able to adapt quickly to the situation on a future Turn that the attack is made.

Although on a failed **Current Sense** roll, a lack of awareness can be quite damaging. Other attackers gain 2d10% to their Attack rolls and 1d10 extra damage when a Character is:

1. Distracted because of another target or event
2. Mesmerized because of some type of event
3. Over-focused on another target for a Turn
4. Willfully focusing on another Target
5. Asleep
6. Unaware of a nearby threat

In addition, a Character that failed the **Current Sense** roll cannot use any **Abilities** that require the **Current Sense** to activate against the attacker! Because the **Sense: Avoidance Defense Ability** is one, the Total Defense is lowered against such an attack. However, when the Character focuses on a specific target, the Character earns a +5% Attack bonus to hit it due to extra concentration.

When any attacker makes an attack upon the Character (whether it hits or not), the Character becomes aware of the attacker's current position. On future Turns, if the situation changes so dramatically that the attacker can no longer be sensed again (such as disappearing into the darkness, running behind a building, and so forth), the this process would repeat and new **Current Sense** rolls would be needed to determine where the threat is located.

A few words of advice are needed to the **Game Designer**. When focusing on a specific target, all Squares leading to that target should be perceived without any problems in normal conditions. When a threat gets within a Character's Adjacent Square, a Character is normally allowed a Sense Core Ruling at that moment, plus a second roll if the threat enters the Character's Same Square. If an attack is made at a distance beyond an Adjacent Square, at the moment the attack occurs, the Character must also make a Sense Core Ruling to determine if the attacker gains bonuses or not. The **Game Designer** should definitely reward Ranged attacks when firing through a slit in a wall, through a quick parting in the fog, from a very good position (such as high up in a tree), firing an arrow at an arc from behind a bluff that mostly blocks the attacker, shooting a crossbow bolt from a prone-position on the ground, and so forth.

As the rule to follow for any Melee or Ranged attacker for that matter, if the Character is not able directly see attacker (at least 50% of the attacker's body due to blocking obstacles, lighting conditions and so forth), but the attacker can detect a way to hit the Character with a Ranged attack, that attack most likely gains an additional 2d10% to the attack and 2d10 points of damage if it successfully strikes.

The Standing Position

The Standing position is the normal combat stance of the Character. From this position, a Character is able to make attacks and move normally without penalty. However, this position leaves the Character the a little more exposed to being sensed and targeted when compared to the Crouched and Prone positions. It requires a Character 1 Action# to get into the Crouched position from Standing and 2 Action#s to the Prone Position from Standing normally; these 'stance changes' are able to be sped up by use of the **SENSE: Stance Change Response and Swiftness Abilities**.

The Crouched Position

The Crouched position can be useful to gain a little more defense and **Sight and Sound Cloaking**, while still being able to use the hands to strike with a weapon. It is assumed that a Character in a crouched position has the body lower than normal and possibly one leg in a kneeling position. When moving in a Crouched position, the Character is penalized 1 movement Square per Turn and cannot sprint.

However, a Character in a Crouched Position earns a 2d10% bonus to any **SENSE: Sight or Sound Cloaking Ability** as well as a 10% bonus to Total Defense. Moving to the Crouched Position requires 1 Action# to or from Standing or from the Prone position.

The Prone Position

The Prone position can be useful in gaining more defense and **Sight and Sound Cloaking**, but makes it difficult for a Character to move and attack. The position is with the body on or near the ground—allowing crawling movement. When moving in a Prone position, the Character is penalized 2 movement Squares per Turn and cannot sprint. Attacks (whether Melee or Ranged) that require 1-hand are penalized -20% and attacks that require both hands are penalized -40%. But a Character in a Crouched Position earns a 2d10+20% bonus to any **SENSE: Sight or Sound Cloaking Ability** and a +20% bonus to Total Defense. Moving to the Standing position requires 3 Action#s (and 2 Action#s to the Crouched position).

The Vulnerable Position

Some attacks are able to knock a Character to the ground; when this occurs, the Character goes into the Vulnerable Position. When in a Vulnerable Position, the Character is not able to make attacks and any attacker that strikes the Character gains a 1d10% Attack bonus. This position is often a state of being knocked off of one's feet onto the ground or getting into abnormal transition between two positions such as being Grappled. When in a Vulnerable position, the Character must sacrifice 2 Action#s before returning to a Prone, Crouched or Standing Position.

Obstructions

A geographical or living **Obstruction** in the physical path of one or more Squares can offer Defense against attacks. Depending on the volume of **Obstruction** and its physical hardness, the **Game Designer** may offer somewhere between 5% or up to as much as 100% Total Defense. Some Obstructions could also be living, corporeal creatures that are between the attacker and its target, which would offer the target additional Total Defense. When the **Obstruction** is so strong or encompassing that it is completely in the way of an attack, the **Game Designer** might rule that the attack always fails (*such as a giant rock, a door, a wall, etc.*). A Character has the choice to use an Obstruction actively as an Action. By doing so, a Character gains an additional 10% Total Defense when the Obstruction is in the Same Square, but requires a Character in 2 Action#s from one Turn to the next.

Cloaking

Obscuring the senses(usually visual) from an attack gives penalties to attack rolls based on the **Game Designer's** decision when drawing a 'line of sight' from the Character's Square to the desired Square. For every 10% Cloaking, there is an 10% less of a chance an attack hits. However, when something is completely cloaked, there is still a 1 in 10 chance an attack and hit it. The **Game Designer** determines the amount of **Obscurement** for changing situations.

Incorporeal Entities

Some things simply do not have substance or mass even though they exist visually by one means or another. At times under the right conditions, incorporeal entities such as ghosts, spiritual shadows and other spiritual beings are able to enter the Living Realm from the Spirit Realm. Making attacks upon an incorporeal entity requires some type of spiritual connection, such as a magical Source for making an attack and giving damage. Weapons made from nurethos or silver give damage to incorporeal entities. Incorporeal entities are able to bypass normal defenses (unless made from nurethos, silver or magic).

Corporeal Entities

Corporeal entities are souls that have taken over another organic being (often already dead), or manifested with physical form. Corporeal entities are able to remove the first 10 points of damage from any attack, unless the attack was given by a Source Magic, or a nurethos or silver-based weapon; however, they are not able to bypass normal defenses due to their physicality.

Sensory Distortions

A sensory anomaly can be created by various methods, but usually by Powers. The most common type of sensory distortion is a visual 'illusion.' When any **Game Player** questions that something may be an illusion or sensory manipulation, a **Current Mind** roll against a **GD**-determined Ruling Level is first needed that is appropriate for the believability of the sensory distortion. When the **Current Mind** roll is successful, the Character from that moment onward realizes that something is not quite right about what is being sensed and remains skeptical. Each Turn thereafter, a Character that has first understood that what is being sensed could be artificial or strange in some way is able to spend 1 Action# to use a **Current Sense** roll against another **GD**-determined Ruling Level. When the **Current Sense** roll is successful, the sensory code is cracked by the Character and the sensory distortion is understood.

Facing a Target

A Character is able to detect all threats 360-degrees at all times, unless the Character is suffering from a particular sensory impairment, such as an obstacle or cloaking effect (like a tree or building between the Character and the target, fog and so forth). During each Turn, it is assumed that a Character in his or her Same Square is able to adjust oneself freely if needed to make an attack or notice any target in the Character's Same Square as well as any Adjacent Square.

Making an Attack

As described in the **BODY: Attack Abilities** and the **SENSE: Attack Ranged Weapon Ability**, a Character is able to make an attack using percentage dice added to the **Current Body** or **Current Sense** trait, plus 1d10% for every 10 points of the **Maximum Trait**. Additional bonuses or penalties modify the Attack % as well, such as the Weapon itself, Power and other Abilities. As a baseline for recording what a Character can do, the **Game Player** needs to keep track of what bonuses apply to an individual attack. Noted on a Weapon card, the Base Attack % is any fixed Attack % such as 1d10% for every 10 points of **Maximum Body** for a Melee Attack or **Maximum Sense** for a Ranged Attack.

When making any attack, the **Current Body (melee)** or **Current Sense (range)** scores are first added to a %d10 roll before any Xd10% or X% modifiers are considered—especially if the attacker has an Automatic Hit potential. Thereafter, all X% bonuses and penalties adjust that number. Finally, any Xd10% rolls are made with the **Rule of Ten** applicable. *[In the event that an attacker does not possess a weapon, an attacker is still considered a threat because a Weaponless attack can always be made.]*

The Attack % is compared to the target's Total Defense of a Hit Region (Head, Body or Limbs) to see if the attack lands and causes damage. If the Attack % does not equal the Defense Region's %, the Attack does not cause damage. If the Attack % is within 10 points of causing damage, the attack actually hits the target, but 'grazes' off without causing any damage; when this happens, it is important for the **Game Designer** to let **Game Players** know if the attack almost caused damage or not for strategy and concern. Some Abilities also grant the attacker the choice of where to place an attack, although most attacks simply hit to a random location based on a 1d10 roll:

1d10 Roll	Hit Location
1 – 2	Head
3 – 7	Body
8 – 10	Limbs

Calculating Damage

Damage is quite easy to calculate. For melee attacks, damage equals 1 point for every 10 **Current Body** as the base amount, plus any bonuses for the Melee Weapon's damage number. Ranged-weapon damage is calculated from the Ranged Weapon's damage number only as the base amount. Additional bonuses beyond the base are also added to the damage. Any Xd10 amount can use the **Rule of Ten**.

Taking Damage

Damage can come in different forms. When a Character takes damage from a specific source, a **Current Trait** is targeted specifically. However, when a Character receives damage to the **Current Body** or **Current Mind** due to a physical strike to a Hit Location (Head, Body or Limbs), the **Game Player** always has a choice to give part or all of the damage to the **Current Sense** and **Current Spirit** instead. The list below describes where damage is taken:

Damage source and location

Melee or Ranged-weapon hit to Head
Melee or Ranged-weapon hit to Body
Melee or Ranged-weapon hit to Limbs
Explosive-based hit
Telepathic Attack
Magical Source

Game Player Current Trait Damage Choices

Current Mind, Current Sense and/or **Current Spirit**
Current Body, Current Sense and/or **Current Spirit**
Current Body, Current Sense and/or **Current Spirit**
Any **Current Trait**
Current Mind, Current Sense and/or **Current Spirit**
Specified **Current Trait(s)**

Critical Effects

If a Critical Effect occurs to a single **Trait's Current value** (usually 30 or more damage in a single hit for most weapons), then additional rules apply as to what happens due to the extraordinary strike (see each **Trait's Critical Effect Ability**). Note that a **Game Player** is able to 'spread damage' among the **Current Sense** and **Current Spirit** traits when struck to the Head Hit Region (**Current Mind**) or the Body or Limbs Hit Regions (**Current Body**). This is a common way of eliminating a Critical Effect to buffer damage against another **Trait**.

Zero Trait Values

A Character with a zero **Current Body** is so exhausted that taking a physical action is not possible. Similarly, when the **Current Mind** falls to zero, the Character is in a mixed state between consciousness and unconsciousness and cannot activate a Source power. When the **Current Sense** falls to zero, the Character is only able to use Natural or Worn Defense against attacks. But even more important, if a Character's **Current Spirit** falls to zero, the Character dies instantly.

A Character cannot sustain damage less than zero in any **Trait**; negative values are not possible and any extra damage given to a **Current Trait** that would cause it to become a negative number must get absorbed by the **Current Spirit** instead. As a result, if the **Current Body, Mind** or **Sense** falls to zero, and takes additional damage to a **Current Trait** that is at a zero value, the Character must subtract all damage from the **Current Spirit** value since it is always available to reduce the damage.

*For example, when struck for 46 points of damage to the **Current Body**, the **Game Player** might subtract 30 points from the **Current Body** Trait and 16 from the **Current Spirit** Trait for the entire damage amount of 46 points. However, if the **Current Body** was at 10 points and the Character is struck for 46 damage, the **Game Player** might make a strategic decision to subtract all 41 points from the **Current Spirit** and only 5 from the **Current Body** so the **Current Body** doesn't fall down to zero.*

The Dying Roll

When the Character's **Current Trait** value falls to zero, it is at that moment a Character's life is threatened and a **Dying Roll** is required every Turn until the **Current Trait** is at a value higher than zero or the Character has died. The Dying Roll uses **Trait's** Core Ruling against a "Complex Ruling Level".

Succeeding with a Dying Roll

On a successful roll, the Character earns back 1d10 points to the **Current Trait** that is zero. The Rule of 10 applies.

Failing with a Dying Roll

On a failed roll, the **Game Player** must roll 1d10 and subtract the rolled sum from the **Current Spirit** score. Unfortunately, the Rule of 10 applies to the 1d10 roll. A New Dying Roll must be attempted the next Turn as well if any **Current Trait** is still at a score of zero. If the **Current Spirit** falls to zero, the Character dies instantly (unless a special Power keeps a Character alive).

Wealth, Weapons and Defenses

Currencies

There is no shortage of platinum, gold and silver—as a matter of fact, gold and silver are fairly common to come by, though platinum still holds a strong value. Copper also exists, but it is generally not traded as coinage because it is so widespread. Bronze is also frequently found and traded since it is a blend of copper, iron and other materials and can be easily melted down to create armor or weapons. As one may assume at first, gold and silver are not the primary coinage traded in *100% Fantasy*. Instead, there are two new types of currencies introduced in *100% Fantasy* known as “Nurethos” and “Crystals.”

Nurethos is the most expensive material and the rarest to find in deep mountain veins. It inherently holds magical properties so that when tuned to higher frequency, it has the ability to resist the effects of any magic. In coordination with Quadragons that are able to hold spiritual forces, the combined effect gives Nurethos a variety of properties. The actual use of Nurethos in this game is purposely left vague so that the **Game Designer** can hold the mystery of the metal apart from **Game Players** that read this booklet. **Game Designers** are encouraged to add their creative spice to this metal and make it the most sought-after minerals to mine deep within the earth. In the context of giving magical resistances, in the ‘Armor Defense’ section, the **Game Designer** will find Nurethos-constructed Armor has a MG% (Magic%). This is the bonus the armor gives when a magical influence is attempted on the wearer of the armor.

Crystals are a standard coinage of past and current leaders over the political landscape. Crystals contain a blend of about half high-quality crystalline Quadragon at the center (typically a gem somewhat transparent like quartz) and blended with platinum. Crystals are nearly all 100% accurate in the amount of platinum that is contained, since at the moment each coin was minted, the Quadragon was magically active to ensure the exact amount of platinum was added and sealed. The resulting structure is a “Crystal Coin” that is semi-transparent at its center with the emblem of a face or head that appears under certain lighting conditions. The outer circumference of a Crystal Coin is perfect in all aspects, such that if tampering is attempted, the central Quadragon breaks down and the coin falls apart—leaving crystal dust. Although the platinum can be salvaged, the amount of platinum is only worth about one piece of gold (less than a Crystal Coin), and hence, no one really bothers to tamper with Crystal Coins unless platinum becomes extremely rare or needed. In addition to gems, precious metals (nurethos, platinum, gold, silver, bronze, copper and iron) are commonly weighed and measured by Gemcutters and Merchants for accuracy and appraisal. The following currency ratios are commonplace:

Currency	Value in Crystals	Average Gem Type	Value in Crystals
Nurethos	1000 Crystals	Diamond/Lapis	~5000 Crystals
Platinum	10 Crystals	Bloodstone/Sapphire	~2500 Crystals
Crystals	1 Crystal Coin	Ruby/Topaz/Peridot	~2000 Crystals
Gold	1/5 th Crystal Coin	Aquamarine/Citrine	~1000 Crystals
Silver	1/10 th Crystal Coin	Spinel/Tourmaline/Opal	~800 Crystals
Bronze	1/100 th Crystal Coin	Moonstone/Amethyst	~600 Crystals
Copper or Iron	1/200 th Crystal Coin	Onyx/Pearl/Quartz	~400 Crystals

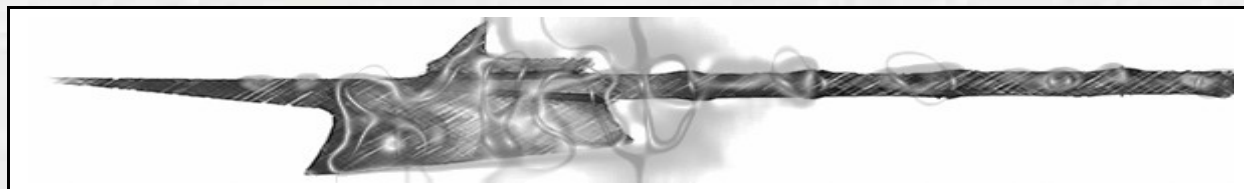
Weapons

A weapon is defined as an object that enhances the ability to cause damage. If a weapon is not used (and the only means for a Character to attack is the body), the Character is considered "Weaponless."

CLASSIFICATION	TYPE(S)	HAND	STUR#	ACT#	ATT%	DAM#	DIST#	Weight	CCs
Axe, Hand	SL/TH	1H	45	2	10%	2d10+2	SS/2S	3	15
Axe, War	SL	2H	55	4	5%	3d10+4	AS/--	16	34
Bow, Long (Long arrow)	FI	2H	30	1(3R)	25%	1d10+3	--/24S	2	55
Bow, Short (Short arrow)	FI	2H	30	1(3R)	30%	1d10+1	--/12S	1	30
Chain	BL/GR	1H	40	2	0%	1d10+4	AS/AS	4	2
Club, Small	BL/TH	1H	30	3	0%	1d10+8	SS/AS	5	0
Club, Large	BL/TH	2H	30	4	0%	2d10+8	AS/SS	8	0
Cord	BL/GR	2H	20	1	5%	0d10+1	SS/--	0.2	1
Crossbow (Bolt)	FI	2H	45	1(4R)	40%	1d10+4	--/12S	6	50
Dagger	PI/SL/TH	1H	55	1	25%	1d10+5	SS/8S	1	20
Explosion Flask**	TH	1H	5	1	0%	1d10+10	--/6S	1	15
Glaive	PI/SL	2H	40	4	0%	3d10+6	AS/--	14	22
Hammer, Hand	BL	2H	45	3	5%	2d10+4	SS/AS	10	25
Hammer, War	BL	2H	50	4	0%	3d10+6	AS/--	18	32
Flail	BL/TH	1H	40	2	5%	2d10+7	AS/4S	8	15
Mace	BL	1H	45	3	10%	2d10+7	AS/--	9	22
Morningstar	BL	2H	45	3	5%	3d10+0	AS/--	12	26
Net, Normal	GR	2H	10	4	0%	0d10+0	--/2S	4	8
Net, Spiked	GR-PI	2H	10	4	0%	0d10+3	--/2S	5	12
Pick, Fork or Harpoon	PI/TH	2H	30	3	0%	2d10+6	AS/AS	10	6
Quarterstaff	BL	2H	35	2	10%	2d10+5	AS/--	3	0
Rock, Small Balanced*	BL/TH	1H	10	1	15%	1d10+1	SS/6S	0.5	0
Rock, Small Unbalanced*	BL/TH	1H	10	1	5%	1d10+1	SS/3S	0.5	0
Rock, Large Balanced*	BL/TH	1H	10	2	10%	1d10+3	SS/2S	3	0
Rock, Large Unbalanced*	BL/TH	1H	10	2	0%	1d10+3	SS/SS	3	0
Scimitar	SL/TH	1H	60	2	10%	2d10+7	AS/AS	5	24
Shovel	BL/SL	2H	25	2	0d10%	2d10+2	AS/--	8	2
Sling (stone)	TH	2H	25	2(3R)	20%	1d10+2	--/10S	1	2
Spear, Long	PI/TH	2H	30	3	5%	2d10+9	AS/3S	8	10
Spear, Short	PI/TH	1H	30	2	10%	1d10+9	AS/5S	5	6
Sword, Long	PI/SL	2H	55	2	15%	3d10+0	AS/--	6	30
Sword, Short	PI/SL/TH	1H	55	1	20%	2d10+0	AS/2S	3	20
Whip	SL/GR	1H	25	2	5%	0d10+3	AS/--	1	3

* Rocks are the baseline used for any type of object. The **GD** can compare impromptu-used objects to rocks.

** On impact, this weapon causes damage to the impact-Square and every Adjacent one (9 Squares total). When throwing at a target or onto a surface of normal Hardness, a Trivial Ruling Level against a Body Core Ruling is required; the **GD** may increase the Ruling Level to see if it explodes against softer or flexible surfaces.



Weapon Types

A Weapon Type is defined as a category in which certain 'qualities' can be applied to the weapon, such as what occurs with a Critical Effect. Some specific weapons can be classified as having multiple Weapon Types, depending how a weapon is used. The following Weapon Types are available:

- **(BL)Blunt Type:** Defined as a "Melee Weapon". Melee and Blunting qualities apply to this Type.
- **(FI)Fire Type:** Defined as a "Ranged Weapon". Ranged and Firing qualities apply to this Type.
- **(GR)Grapple Type:** This type of weapon is designed to initiate a grapple at range.
- **(PI)Pierce Type:** Defined as a "Melee Weapon". Melee and Piercing qualities apply to this Type.
- **(SL)Slash Type:** Defined as a "Melee Weapon". Melee and Slashing qualities apply to this Type.
- **(TH)Throw Type:** Weapon gains Ranged qualities in addition to melee qualities so it can be thrown.

Weapon Makes

A particular Weapon Type has a Weapon Make that may allow the weapon to be used in a different manner than the intended use. A Weapon can only have one Weapon Make:

- **Battle Make:** Constructed for combat to land critical hits more frequently.
 - **Bonus:** -3 to Critical Effect chance
 - **Bonus:** +1d10 Damage bonus
 - **Bonus:** +10 Sturdiness
 - **Cost Requirement:** +50% more expensive
- **Great Make:** Overbuilt with extra weight and sturdiness, but with more sloppiness in accuracy.
 - **Bonus:** -2 to Critical Effect chance
 - **Bonus:** +5 Damage
 - **Bonus:** +5 Sturdiness
 - **Bonus:** If Fired or Thrown DIST, then +5 DIST
 - **Bonus:** If Melee "SS" DIST, increases to "AS" DIST
 - **Penalty:** +1 Action#
 - **Penalty:** Becomes 2-Handed required to use if not already
 - **Penalty:** -1d10% Attack Accuracy
 - **Cost Requirement:** +20% more expensive
- **Light Make:** Built small, lighter and more balanced for greater accuracy but less damage.
 - **Bonus:** +1d10% Attack Accuracy
 - **Bonus:** Only 1 Hand needed if Melee weapon
 - **Bonus:** -1 Action# (but not less than 1)
 - **Penalty:** +5 to Critical Effect chance
 - **Penalty:** -5 Damage
 - **Penalty:** If Fired or Thrown DIST, then -5 DIST
 - **Cost Requirement:** +10% more expensive
- **Normal Make:** Built for the original intent of the weapon; the standard Weapon Type.
 - **Bonus:** None
 - **Penalty:** None
 - **Cost Requirement:** Standard

Each weapon is also defined by a Weapon Make, which indicates its quality, balance, size in comparison to the Character. The Weapon Make adjusts the qualities of Accuracy, Range, Damage, Critical Effect, Required Hands, as well as the Cost. All weapons, by default, are "Average Weapons".

A weapon can have a single Make when crafted. If no Make is specified, it is 'Average.' Weapons have several 'Make Qualities' as described below:

Hands Required (HAND#): 1H for 1-Handed or 2H for 2-Handed. When using this weapon, this is the number of hands needed to be used during an attack when using Action#s. A melee weapon that would normally require 2-Hands can be reduced to 1-handed as a Light Make.

Sturdiness (STUR#): This is the Weapon Classification's STUR# number. The Sturdiness number is an amount of points of Damage that is needed in a single blow that causes the weapon to be damaged enough that it becomes less effective than normal and needs to be repaired; the **Game Designer** penalizes the weapon such as its ATT%, DAM#, ACT#, DIST# and/or other qualities depending on how many points of damage were received beyond the Sturdiness number. When damage exceeds the STUR# by 10 points or more, the **Game Designer** may rule the weapon breaks or shatters beyond repair. The amount of damage can happen to a weapon giving the blow or receiving the blow from a parry; also note that armor, fortifications (walls, structures, etc.) and other objects have a STUR# rating as well for knowing when an item can become damaged. This number is the average—based on average materials used and individual weapons of lower or higher Quality directly influence this number, which also offsets the Cost. In a few cases, it is advantageous for a weapon to shatter, *such as in the case of an Explosion Flask that has a low STUR#*. Moreover, you get what you pay for—weapons of greater Sturdiness last longer on average.

Action# (ACT#): The number defines the Action#s required to spend in a Turn to make one attack with the weapon. For weapons that require a reload of ammunition, when there is a notation of (#R) is noted after the Action#, this defines the number of Action#s it takes to reload the weapon. *For instance, 1(2R) indicates it takes 1 Action to fire the weapon when it is loaded, but takes an 2 Action#s to reload it.*

Attack Percentage (ATT%): Modifies the accuracy of the Weapon's number by an X% amount, which is added to the Base Attack %. All other Attack percentage bonuses (or penalties) are used at that time as well and added together for a 'Total Attack %'. If the %-sum equals or exceeds the target's Defense Region's Total, the attack successfully causes damage. *For example, when using a Morningstar that has an ATT% of 5%, plus the Base Attack roll (%d10 + 1d10% for every 10 points of Maximum Body).*

Weapon Damage number (DAM#): This DAM# is added to all other Damage numbers to create a 'Total Damage #', which is used after an attack successfully strikes a target's Defense Region. All other Damage bonuses (or penalties) are used at that time as well.

Squares Distance (DIST#): This indicates how many Squares the weapon can be used to make an attack for a Melee Weapon (#S/--), Ranged Weapon (--/#S), or a weapon of both Melee and Ranged types (#S/#S). Melee Weapon Types are generally used at a close distance due to the weapon's length (such as **SS** = Same Square, **AS** = Adjacent Square, **2S** = 2 Squares away, etc.). *For example, hitting someone with a rock or stabbing someone with a dagger must be done in the Same Square.* When the number of Squares is noted as 2S or higher, the weapon can be used at a greater distance beyond the Adjacent Square. *Four Squares away from the Character's Square would be represented at '4S' for example.* Great Weapon Makes also increase all weapons by an extra Square, such that a Great Pick or Great Spear would have a Weapon Range of 2 Squares away from the Character. Also, Ranged Weapons have a "Range" designation. Range is the number of Squares that a weapon can be throw or fired before penalties accrue. Every +1 Square beyond the #S, a -10% Penalty to the Attack roll. *For example, if a weapon had a Range of 10-Squares and the attacker attempts to hit a target at 14-Squares away, a penalty of a -40% (-10% x 4) is given to the Attack % attempt.*

Weight: Defines how heavy the Weapon is for a five-foot Firstborne Character. For every foot taller than 5-feet, add 20% to the Weight number. For every foot lower than 5-feet, the Weight number is lowered by 20%. Also, see the **BODY: Weight Threshold** Ability.

Cost: An amount of Crystal Coins typically asked for when selling the Weapon. For every foot taller than 5-feet, add 20% to the Cost number. For every foot lower than 5-feet, the Cost is lowered by 20%.

Unique Qualities: Any additional bonuses or penalties that the weapon gives. This includes how a weapon is made, if it was made with better materials and if the weapon-maker spent additional time or little time making the weapon (having lower or higher Quality). Weapons are generally fashioned from iron alloys and/or cured wood unless otherwise specified. In addition to these features, there are certain weapons that have Unique Qualities.

Unique Qualities include:

Axes: Naturally, axes have a lower Critical Effect value of 28 instead of a 30.

Clubs: For every 20 points of damage inflicted, the target must sacrifice 1 Action# due to crushing pain.

Dagger: A Character wielding a Dagger gains the **SENSE: Pinpoint Region Melee Ability** at all times.

Hammers: For every 20 points of damage inflicted, the target must sacrifice 1 Action# due to harsh pain.

Nets: Any target caught in a net is penalized -2 Action#s and -20% when attempting to make an attack.

Quarterstaff: A Quarterstaff gives a bonus +5% to all Defense Regions at all times.

Scimitar: A Character wielding a scimitar gains the **SENSE: Combat Parry Ability** at all times.

Spears: A Character using a spear gains the **SENSE: Combat Accuracy Ability** at all times.

Swords: A Character wielding any sword gains the **SENSE: Combat Riposte Abilities** at all times.

Whips: A Character wielding a Whip gains the **SENSE: Pinpoint Region Melee Ability** at all times.

Critical Effect number (CE#): All weapons have a default rating of 30 Damage or higher to initiate a Critical Effect. The Critical Effect number is mentioned on the Weapon Card. However, a Weapon Make other than normal can influence the Critical Effect number higher or lower than 30. Individual weapons made of a special material or of a low or high Quality could offset the Critical Effect number.

Defenses

Ironically, armor is a double-edged sword as the metaphor would say. The benefit of having added Armor as Defenses often does not outweigh the penalties (see the Also, see the **BODY: Weight Threshold Ability**). Armor is also defined by an Armor Construction, which indicates its quality, composition, size in comparison to the Character. The list below is rated in increasing Coverage, Defense % and Cost.

Armor Classification	Defense Region(s)	% Coverage
Headpiece or Helm	Head	10 – 25%
Leggings, Boots, Sleeves, Gloves	Limbs (Arms or Legs)	5 – 20%
Robes, Cloak, Outfit or Suit	All Regions	80 – 100%
Shirt, Vestment, Tunic or Coat	Body and/or Limbs	40 – 80%
Shield, Small	1 Region (Limbs or Body)	40 – 60%
Shield, Medium	2 Regions	60 – 80%
Shield, Large	All Regions	80 – 100%

Armor Construction	Defense %	STUR#	Bonuses	Weight	CCs
Woven cloth or fabric*^	1 – 10%	2 – 10	None	4 lbs.	1 +
Fur or Weak Hide^	5 – 15%	20	None	12 lbs.	20
Cured Hide	16 – 18%	25	SL 5%	10 lbs.	40
Animal or Reptile Scaled	20%	30	SL 5%	30 lbs.	60
Bronze Linked	25%	40	FI&PI 5%	50 lbs.	110
Bronze Plated	30%	45	BL&SL 5%	60 lbs.	150
Iron Linked	40%	55	FI&PI 10%	60 lbs.	300
Iron Plated	45%	55	BL&SL 10%	80 lbs.	500
Dragon Hide^	50%	60	SL 20%	40 lbs.	1000
Dragon Scaled	60%	70	BL&SL 20%	40 lbs.	2000
Dragon Linked	75%	75	FI&PI 30%	50 lbs.	4000
Dragon Plated	80%	80	BL&SL 30%	70 lbs.	5000
Nurethos Linked	90%	70	FI&PI 40%, MG 20%	30 lbs.	7000
Nurethos Plated	95%	80	BL&SL 40%, MG 20%	35 lbs.	7500
Quadragon Linked**	100%	90	FI&PI 50%, MG 50%	20 lbs.	8000
Quadragon Plated**	110%	100	BL&SL 50%, MG 50%	25 lbs.	9000

* Cloth or fabric can be worn over other types of construction if desired and Defense %s accumulate.

^ Fur and other types of materials (like wool) can also be very useful to Resist Cold and repel moisture.

** Quadragon armor requires Nurethos as a base alloy and seasonal investment of **Current Spirit**.

Armor Classification: This is the specific piece of armor for one or more Defense Regions.

Defense Region(s): This is what Region the armor is able to cover (Head, Body, Limbs, 2 Regions or all Regions).

% Coverage: This is the amount of coverage of material. This percentage calculates into the Cost of the armor itself. *For example, for a Vestment of Armor, the % Coverage might be 60%, so the asking cost would therefore be reduced by 40% when referring to the Armor Construction Cost value.* This value can also offset the Defense % by a point or two in either direction, such as a Large Shield that protects 95% vs. 85%. Even though both shields protect all Regions, the Large Shield that protects 95% might have a 2% higher Defense % than the 80% Coverage shield.

Defense %: This is the percentage gained for a protected Defense Region. Note that these are additive percentages. When wearing clothing over armor, both percentages are cumulatively added. Using a Shield also adds to the Defense %.

Sturdiness (STUR#): This is the Armor Classification's STUR# number. The Sturdiness number is an amount of points of Damage that is needed in a single blow that causes the armor to be damaged enough that it becomes less effective than normal and needs to be repaired; the **Game Designer** penalizes the armor's %-Cover, % Defense and other qualities depending on how many points of damage were received beyond the Sturdiness number. When damage exceeds the STUR# by 10 points or more, the **Game Designer** may rule the armor is damaged beyond immediate repair. This number is the average—based on average materials used and individual pieces of armor of lower or higher Quality directly influence this number, which also offsets the Cost.

Bonuses: This particular Armor Construction offers bonuses versus certain Weapon Types or Magic. When a bonus % is given, this is added to the overall Defense % at that moment. Bonuses include PI (Piercing), BL (Blunt), SL (Slash), FI (Fire), MG (Magic), etc.

Weight: Defines how heavy the Armor is for a five-foot Firstborne Character. Assumes the Armor Classification is the entire body from head to toe (all Defense Regions: Head, Body and Limbs). The % Cover value reduces the weight amount. For every foot taller than 5-feet, add 20% to the Weight number. For every foot lower than 5-feet, the Weight number is lowered by 20%. Also, see the **BODY: Weight Threshold** Ability.

Cost: Defines how many Crystal Coins are needed for purchase on average. Assumes the Armor Classification is the entire body from head to toe (all Defense Regions: Head, Body and Limbs). The % Cover value reduces this cost amount. For every foot taller than 5-feet, add 20% to the Cost number. For every foot lower than 5-feet, the Cost is lowered by 20%.

Unique Qualities: Any additional bonuses or penalties that the armor gives, including having the armor made from lower or higher Quality materials.

Siege Weapons

In order to protect a Clanshire or take over regions outside of the Ringwall, Siege-machines are often needed to dole an incredibly large amount of damage. As a common element to all Siege Weapons, multiple Squares are struck when hit by a Siege Weapon.

SIEGE WEAPON	Type(s)	Sturd	ACT#	ATT	DAM	DIST#	Volume
Ballista	FI	50	1 (6)	+8%	12d6	50S+	1S x 3S
Catapult	FI	60	3 (9)	+5%	15d6	30S+	3S Radius
Elemental Machine	GR	100	3	+5%	4d6	3S+	3S Radius
Explosion Barrel	FI	20	3 (9)	+0%	10d6	Various	5S Radius
Ram	BL	50	3	+10%	8d6	5S	2S x 6S
Spear Machine	PI	90	3	+15%	6d6	4S	3S Radius
Trebuchet	FI	70	2 (7)	+20%	9d6	70S+	2S x 2S
War Machine	SL	80	4	+5%	6d6	2S	2S Radius

Ballistas: These are giant crossbows requiring the siege-operator to sit in a chair, take aim, and fire the weapon. Ballistas come in many sizes. Smaller ones can mount on castle walls, ship decks or other siege machines.

Catapults: These have a wooden frame and are capable of hurling the largest stones that do the most damage, but can only fire about half as far as Trebuchets.

Elemental Machines: These use ropes to grapple their victims and elemental magic charged on the ropes to do damage each Turn to the grappled victims.

Explosion Barrels: These are a larger version of Explosion Flasks, but they are placed into Trebuchets or Catapults.

Rams: Usually made of a large tree with a front-piece designed to break through doorways.

Spear Machines: Usually made of a large tree with a front-piece designed to break through doorways.

Trebuchets: Like a giant sling, the main piece rotates around 360 degrees for momentum to fire medium-sized boulders at a far range.

War Machines: A rolling machine made of mobile blades and axes that can be driven forward to slash into enemy lines, while some contain a huge flail ball for pounding into fortifications.

The **Game Designer** makes judgments about what is possible and what is not in his or her adventure setting. Typically, many additions are given to Siege-machines for greater enhancements, usually with surprises of Source Powers.

Character Cards

Below are several cards that construct a Character. Many other game systems use Character sheets to provide these details. In *100% Fantasy*, this first page of cards contains most of the primary requirements for a Character, whereas the 2nd and 3rd pages of cards are used for additional information and items.

CHARACTER CARD				
Name: _____				
Heritage: _____ Age: ____ years				
Nature Compass: _____				
Rewards (Total/Left): _____ / _____				
TRAIT	Base	Rewards	Max #	Cur #
Body:	_____	_____	_____	_____
Mind:	_____	_____	_____	_____
Sense:	_____	_____	_____	_____
Spirit:	_____	_____	_____	_____
TRADE TYPES		TREASURE		
_____		Nurethos: _____		
_____		Platinum: _____		
_____		Crystals: _____		
_____		Gold: _____		
_____		Silver: _____		
_____		Bronze: _____		

DEFENSE CARD	
Name: _____	
Head Natural Defenses.....	____%
Head Armor: _____	____%
Head Sub-Total Calculation = _____%	
Body Natural Defenses.....	____%
Body Armor: _____	____%
Body Sub-Total Calculation = _____%	
Limbs Natural Defenses.....	____%
Limbs Armor: _____	____%
Limbs Sub-Total Calculation = _____%	
Toughness Defense (mB0/2)..... _____%	
Calculated Defense (mMi/4)..... _____%	
Avoidance Defense (mSe/3)..... _____%	
TOTAL	Head Body Limb
DEFENSE:	____% ____% ____%

HERITAGE CARD				
Name: _____				
Heritage: _____				
Height: ____ ft. ____ in. Weight: ____ lbs.				
Height Body Bonus: + ____ (+1 per foot)				
Weight Body Bonus: + ____ (+1 per 100 lbs.)				
Lifespan: _____ years				
Natural Defense %: _____				
TRAIT	Core	Gender	Season	Base
Body:	_____	+ _____	+ _____	= _____
Mind:	_____	+ _____	+ _____	= _____
Sense:	_____	+ _____	+ _____	= _____
Spirit:	_____	+ _____	+ _____	= _____
Heritage Natural Abilities				
1: _____				
2: _____				
3: _____				

WEAPON CARD	
Weapon: _____	
Type(s): BL FI GR PL SL TH	
Make: Battle Great Light Normal	
Action#s needed: ____ Reload?: ____	
Weapon ATT%: ____d10%+____%	
Base Attack%: ____d10 %+____%	
=Total Attack %: ____d10%+____%	
Weapon DAM #: ____d10+____	
Base Damage#: ____d10 +____	
=Total Damage #: ____d10+____	
Ammo? Remaining: ____out of ____	
Critical Effect #: ____ (30 normally)	
Sturdiness #: ____ (shatter damage)	
Square DIST (M/R): ____S/____S	
Hands Required: 1Handed or 2Handed	
Cost: ____ Crystal Coins	

LANGUAGE CARD

Name: _____

Language Type	Language Skill Level
_____	Speak Read Write Msty
_____	Speak Read Write Msty
_____	Speak Read Write Msty
_____	Speak Read Write Msty
_____	Speak Read Write Msty
_____	Speak Read Write Msty
_____	Speak Read Write Msty
_____	Speak Read Write Msty
_____	Speak Read Write Msty
_____	Speak Read Write Msty
_____	Speak Read Write Msty
_____	Speak Read Write Msty
_____	Speak Read Write Msty
_____	Speak Read Write Msty
_____	Speak Read Write Msty
_____	Speak Read Write Msty

WEAPON CARD

Weapon: _____

Type(s): BL FI GR PI SL TH

Make: Battle Great Light Normal

Action#s needed: ____ Reload?: ____

Weapon ATT%: ____d10%+____%

Base Attack%: ____d10 %+____%

=Total Attack %: ____d10%+____%

Weapon DAM #: ____d10+____

Base Damage#: ____d10 +____

=Total Damage #: ____d10+____

Ammo? Remaining: ____ out of ____

Critical Effect #: ____ (30 normally)

Sturdiness #: ____ (shatter damage)

Square DIST (M/R): ____S/____S

Hands Required: 1Handed or 2Handed

Cost: ____ Crystal Coins

REPUTATION CARD

Name: _____

Type: _____ %: ____

Locale: _____ Nature: (____)

Type: _____ %: ____

Locale: _____ Nature: (____)

Type: _____ %: ____

Locale: _____ Nature: (____)

Type: _____ %: ____

Locale: _____ Nature: (____)

Type: _____ %: ____

Locale: _____ Nature: (____)

WEAPON CARD

Weapon: _____

Type(s): BL FI GR PI SL TH

Make: Battle Great Light Normal

Action#s needed: ____ Reload?: ____

Weapon ATT%: ____d10%+____%

Base Attack%: ____d10 %+____%

=Total Attack %: ____d10%+____%

Weapon DAM #: ____d10+____

Base Damage#: ____d10 +____

=Total Damage #: ____d10+____

Ammo? Remaining: ____ out of ____

Critical Effect #: ____ (30 normally)

Sturdiness #: ____ (shatter damage)

Square DIST (M/R): ____S/____S

Hands Required: 1Handed or 2Handed

Cost: ____ Crystal Coins

ITEM CARD

Item: _____

Action#s needed? _____

Sturdiness#: _____

Cost: _____ Crystal Coins

Quadragon? __ Instilled? __ Seasons: __

Qualities: _____

Unique Qualities: _____

ITEM CARD

Item: _____

Action#s needed? _____

Sturdiness#: _____

Cost: _____ Crystal Coins

Quadragon? __ Instilled? __ Seasons: __

Qualities: _____

Unique Qualities: _____

ITEM CARD

Item: _____

Action#s needed? _____

Sturdiness#: _____

Cost: _____ Crystal Coins

Quadragon? __ Instilled? __ Seasons: __

Qualities: _____

Unique Qualities: _____

ITEM CARD

Item: _____

Action#s needed? _____

Sturdiness#: _____

Cost: _____ Crystal Coins

Quadragon? __ Instilled? __ Seasons: __

Qualities: _____

Unique Qualities: _____

Character States

Afflicted: A generic term form meaning when a Character has received damage over time and is suffering ongoing **Current Body, Mind, Sense or Spirit** damage from an unknown origin (such as a disease, poison or other damaging source).

Asleep: Being asleep is a state when a Character is in the process of gaining back a period of Rest. See [Combat System: Sleep](#) for more details.

Attack, Melee: Actively using the Blunt, Grapple, Pierce or Slash Weapon Type, or attacking when Weaponless. See the [BODY: Attack Melee Weapon](#) and [BODY: Attack Melee Weaponless](#) Abilities.

Attack, Ranged: Actively using the Fire or Throw Weapon Type. See the [SENSE: Attack Ranged Weapon](#) Ability.

Balancing: The act of keeping balanced to remain upon or move along a specific surface. Also see the [BODY: Balancing Maneuvers](#) Ability.

Blinded: A Character is unable to see and therefore is penalized accordingly. See the [SENSE: Five Senses](#) and [SENSE: Blinded Attack](#) Abilities.

Climbing: The act of moving up or down a vertical surface using the entire body to do so. Also see the [BODY: Climbing Maneuvers](#) Ability.

Cloaked: The use of sensory blockage (usually visual such as a fog, a wall and so forth) to increase the ability to gain additional Defense. See the [Combat System: Cloaking](#) for additional details.

Cold (Hypothermia): When too much time has passed and a Character has been exposed to coldness for too long; see the [BODY: Resist Heat or Cold](#) Ability.

Critical Effect: A specific condition inflicted by a Weapon Type. This only occurs when a Character receives 30 or more points of damage in a single hit to a **Current Trait**. See the [BODY: Critical Resistance](#), [MIND: Critical Resistance](#), [SENSE: Critical Resistance](#) and [SPIRIT: Critical Resistance](#) Abilities.

Deafened: A Character is unable to hear and therefore is penalized accordingly. See the [SENSE: Five Senses](#) Ability.

Dehydrated: When too much time has passed and a Character has not eaten; see the [BODY: Resist Dehydration](#) Ability.

Diseased: A Character receives damage over time with particular ailments. See the [BODY: Resist Disease or Poison](#) Ability.

Distracted: The state when a Character is over-focused on a target. See [Combat System: Distraction](#) for more details.

Dominated: Some Abilities, Powers and Otherworldly Entities have the ability to manipulate, control or outright possess another by pushing down the soul. See the [SPIRIT: Influence](#) Ability.

Eluding: Gives a 10% bonus to Total Defense. See the [BODY: Eluding](#) Ability

Eclipsed: A state of the Character when the **Current Sense** score falls to 4 or lower. Also see the [SENSE: Recovery when Eclipsed](#) Ability.

Enervated: A state of the Character when the **Current Spirit** score falls to 4 or lower. Also see the [SPIRIT: Recovery when Enervated Ability](#).

Enfeebled: A state of the Character when the **Current Mind** score falls to 4 or lower. Also see the [MIND: Recovery when Enfeebled Ability](#).

Evading: Gives a 20% bonus to Total Defense. See the [BODY: Evading Ability](#).

Exhausted: A state of the Character when the **Current Body** score falls to 4 or lower. Also see the [BODY: Recovery when Exhausted Ability](#).

Grappled: When a defending Character is held by another in melee combat by the use of one's body as a maneuver. See the [BODY: Grapple Release Ability](#).

Grappling: When a defending Character is held by another in melee combat by the use of one's body as a maneuver. See the [BODY: Grapple Ability](#).

Heat Exhaustion: When too much time has passed and a Character has been exposed to heat for too long; see the [BODY: Resist Heat or Cold Ability](#).

Knockback: Knocked in a certain direction, often in the opposite direction from where an attack originated. See the [BODY: Bash Ability](#).

Knockdown: Knocked off of one's feet. See the [BODY: Knockdown Ability](#).

Jumping: Actively jumping (standing jump) or leaping (running jump) a distance to remain standing after the maneuver. See the [BODY: Jumping Maneuver Ability](#).

Leader: Actively the Leader of a group. See the [MIND: Leadership Ability](#).

Meditation: A state where spiritual abilities are enhanced or possible. See the [SPIRIT: Meditative State Ability](#).

Obstruction: One or more physical barriers in the way of an attack such as a wall, tree or even another person to gain additional Defense. See [Combat System: Obstructions](#) for additional details.

Poisoned: A Character receives damage over time with particular problems. See the [BODY: Resist Disease or Poison Ability](#).

Position, Crouched: A crouched, upright position in which a Character gains additional Defense and Cloaking, but less movement. See [Combat System: The Crouched Position](#) for additional details.

Position, Prone: An on-ground position in which a Character gains additional Defense and Cloaking, but less movement and ability to make attacks. See [Combat System: The Prone Position](#) for additional details.

Position, Standing: A fully upright position in which a Character normally fights from. See [Combat System: The Standing Position](#) for additional details.

Rested: After a Character has slept, a Character has the ability to gain back **Current Trait** points. See the [BODY: Recovery when Rested](#), [MIND: Recovery when Rested](#), [SENSE: Recovery when Rested](#) and [SPIRIT: Recovery when Rested](#) Abilities. Also see the [MIND: Sleep Rested Ability](#).

Riding: A Character actively riding on an animal, beast, monster or creature; see the [BODY: Riding Maneuvers Ability](#).

Scared: When a Character is Worried, Scared or Terrified, the Character receives penalties against a specific target. See the [SPIRIT: Create Dread Ability](#).

Senseless: When receiving an amount of **Current Sense** damage, a Character can become senseless and lose 1 Action# per Turn until the Senseless effect is removed. See the [SENSE: Critical Resistance](#) and [SENSE: Recovery when Senseless Abilities](#).

Shocked: When receiving an amount of **Current Mind** damage, a Character can become shocked and lose 1 Action# per Turn until the Shocked effect is removed. See the [MIND: Critical Resistance](#) and [MIND: Recovery when Shocked Abilities](#).

Sleep Deprivation: When certain types of armor are worn or too much weight is being carried. See the [MIND: Resist Sleep Deprivation Ability](#).

Slowed: When certain types of armor are worn or too much weight is being carried; see the [BODY: Movement](#) and [BODY: Weight Threshold Abilities](#).

Soulless: When receiving an amount of **Current Spirit** damage, a Character can become soulless and lose 1 Action# per Turn until the Soulless effect is removed. See the [SPIRIT: Critical Resistance](#) and [SPIRIT: Recovery when Soulless Abilities](#).

Starving: When too much time has passed and a Character has not eaten; see the [BODY: Resist Starvation Ability](#).

Stunned: When receiving an amount of **Current Body** damage, a Character can become stunned and lose 1 Action# per Turn until the Stunned effect is removed. See the [BODY: Critical Resistance](#) and [BODY: Recovery when Stunned Abilities](#).

Suffocating: When too much time has passed without breathing; see the [BODY: Resist Suffocation Ability](#).

Swimming: A Character can swim 1 Square for every 1 Action# spent in a Turn on average. See the [BODY: Swimming Maneuver Ability](#).

Taunted: Must focus on another Character when taunted. See the [SPIRIT: Influence Ability](#).

Terrified: When a Character is Worried, Scared or Terrified, the Character receives penalties against a specific target. See the [SPIRIT: Create Dread Ability](#).

Unfriendly: Another Character, creature, beast, monster or other target that will typically not hesitate to make an attack on the Character. A target can become 'Unfriendly' due to a variety of reasons including one's Nature Compass comparison, learning about one's Reputation, actively territorial as well as any other type of threat. Friendly Characters or creatures will not want to attack the Character.

Unrested: If a Character is Unrested, natural healing is influenced. See the [MIND: Resist Sleep Deprivation](#) and [MIND: Sleep Rested Abilities](#).

Weaponless: This state is when a Character does not have a weapon in-hand that is capable of causing addition damage or giving a bonus to the Attack %. See the [BODY: Attack Melee Weaponless Ability](#).

Worried: When a Character is Worried, Scared or Terrified, the Character receives penalties against a specific target. See the [SPIRIT: Create Dread Ability](#).

Glossary

Xd10: A number of 10-sided dice (such as seven, 10-sided dice as 7d10) all rolled at the same time and added together for a sum.

%d10: (or also called Base %d10) Percentage dice, where the first rolled die is the first number and the second rolled number is the last number of the percentage. Percentage dice are the only 10-sided rolled where the Rule of Ten does not apply to those two dice.

Action#s: An Action# is a moment in time, generally about 1-second. Each Turn, a Character usually has 3 or more Action#s to spend as the **Game Player** wishes to move, perform attacks and other Abilities and Powers.

Animals: Animals, like beasts, have a **Current Mind** of 4 or less and therefore do not reason or think. However, animals by definition are domesticated, tamed or docile.

Ability: One of many qualities of a Character that is categories by the **Four Traits**.

Area of Effect: An effect that covers more than 1 Square on the game board, but usually centered on a specific Square of origin. *For instance, an Explosion Flask causes damage to 9 Squares in total (the Square of impact and all Squares in a ring around that central one).*

Beasts: Beasts are undomesticated and have a **Current Mind** of 4 or less; they are not sentient.

Character: A fictional Character that is usually role-played by a **Game Player**. **Game Designers** also take on the role of a Character from time to time for role-playing non-combative interactions as well as in battles, in addition to storytelling.

Combat Scenario: A series of Combat Turns that makes up a battle between combatants. The Combat Scenario starts and ends based on the **Game Designer's** judgment.

Core Ruling: One of four possible **Trait** rulings in which the **Current Trait** score is added directly to the %d10 (percentage) dice. *As an example, if a Sense Core Ruling were needed, the Game Player would roll %d10 and add the Current Sense for a total sum.*

Creatures: Although some Creatures can resemble animals or actually be an animal that has gained a consciousness with the ability to think and reason by having a **Current Mind** of 5 or higher.

Creature, Burrowbeast: Massive snake-like organic reptiles with conical heads and gill-like passages that removes sand and dirt upward as they tunnel. They have toughened skin that is often used as hide-armor. This is a *100% Fantasy* created-creature.

Creature, Dragolith: Intelligent, magical giants that resemble dragons, but have thicker heads and larger wingspans. A Dragolith is thought to have been created by a Sage of the One Body using a Source Power giving life to it. This is a *100% Fantasy* created-creature.

Creature, Draig: The largest and most feared hunter of the wilds. Adults stand nearly 30 feet long as a wolflike-bear with hardened spines for fur that lives in the wilds and preys on grazing animals. This is a *100% Fantasy* created-creature.

Creature, Earth Thrower: A type of giant ape-like animal without hair and a brittle, gemlike skin not unlike quartz. Although they usually travel as quadrupeds, they can use their front legs like arms to hurl stones. They also use rudimentary tools such as clubs. This is a *100% Fantasy* created-creature.

Creature, Gemagon: A general term for certain types of creatures made of gemstone material. Although some say they are relatives of the Gemborne, most Gemagons are domesticated for farming, riding or used in battle. Gemagons include:

- Gemaphants: Elephant-like beasts that can pull massive loads, including siege machines.
- Gemadins: Smaller creatures made of Gem that are often the pets of the Gemborne.
- Jewel Mounts: Horse-like creatures that the Gemborne commonly ride.
- Jewel Wings: Birds of many sizes that can be trained to deliver messages or even flown upon.

These are *100% Fantasy* created-creatures.

Creature, Megolith: Magically created machines of Earth Source Magic carved from stone that serve a particular purpose, such as guarding a regional area or serving the maker. This is a *100% Fantasy* created-creature. This is a *100% Fantasy* created-creature.

Creature, Stoneshell: Aggressive, land-dwelling tortoises with giant spiked-tail that can easily crush prey. This is a *100% Fantasy* created-creature.

Creature, Terror Tree: A plant that is made of a petrified wood material able to shoot poisonous spikes connected by vines, and then reel in their prey. This is a *100% Fantasy* created-creature.

Creature, Throg: Giant insect like mosquito with additional spiky protrusions. This is a *100% Fantasy* created-creature.

Creature, Ursidon: Large, aggressive organic creature with protruding horns and talons. Typically about twice the size of a common brown bear and related to Ursidiens. This is a *100% Fantasy* created-creature.

Current Body Trait: A number that can be damaged if an attack hits to the Body or Limbs Defense Regions. When a Character's **Current Body** falls to less than 5 points, the Character is **Exhausted**. When a Character's **Current Body** falls to zero, the Character is actively dying.

Current Mind Trait: A number that can be damaged if an attack hits to the Head Defense Region. When a Character's **Current Mind** falls to less than 5 points, the Character is **Enfeebled**. When a Character's **Current Mind** falls to zero, the Character is actively dying.

Current Sense Trait: A number that can be damaged when any attack hits. When a Character's **Current Sense** falls to less than 5 points, the Character is **Eclipsed**. When a Character's **Current Mind** falls to zero number, the Character is actively dying.

Current Spirit Trait: A number that can be damaged when any attack hits. When a Character's **Current Spirit** falls to less than 5 points, the Character is **Enervated**. When a Character's **Current Spirit** falls to zero, the Character dies.

Current Trait Damage: Many Powers cause **Current Trait** damage, which means that the target taking the damage can distribute it among any the four **Current Traits** as desired. *For example, when inflicted with 24 points of damage, the damage can be doled out in any desired way such as 2 points of **Current Spirit**, 5 points to **Current Sense**, 6 points to the **Current Body** and 11 points to the **Current Mind**.*

Defense Regions: A Character can be struck to one of three physical places: Head, Body or Limbs. A physical attack that hits the Body or Limbs Region reduces **Current Body**, whereas a hit to the Head reduces **Current Mind**. In all cases, the **Game Player** can elect to remove **Current Sense** and **Current Spirit** points from any physical attack.

Entities: Entities can reason and spiritually-reflect upon themselves. Entities also have the capability to wield Source Powers. An entity can be corporeal or incorporeal.

Entity, Otherworldly: Spiritual entities come in many types and forces. Entities include Guides, Spirits, Ghosts, Shadows, and the Unliving (spirits that have possessed the dead). All Otherworldly Entities begin as spiritual beings (incorporeal), but may take on a corporeal form on the **Living Realm**.

Four Traits: Each Character, animal, creature or monster is made up of four core faculties of the **Body**, **Mind**, **Sense** and **Spirit**.

Heritage Type: One of the 26 divisions of peoples that are role-played as Characters by **Game Players**.

Game Designer: Also abbreviated “**GD**.” The **Game Designer** is the brains of the operation. He or she describes the fictitious world as the storyline, plots, politics, battles and drama unfolds in the game. Ahead of time, the **GD** prepares the adventure and probable scenarios for the game, but depending choices by **Game Players** and the consequences to the actions that take place during a game, the **Game Designer** may often need to react accordingly as role-playing games have the potential for unlimited outcomes.

Game Player: Also abbreviated “**GP**.” The real-world **Game Player** that usually role-plays a Character during an adventure. In some game structures, the **Game Designer** may allow **Game Players** to take on the role of an additional Character if warranted or approved, but only if it does not slow down the flow of the game (especially combat) due to disorganization on the **Game Player's** part.

Instilling: Instilling spiritual energy is the act of prepping a Quadragon so that a Source Power can be *triggered* and released upon using the Quadragon.

Jeweled Moons: If the **Game Designer** desires to use moons, this bonus piece of content is recommended. In *100% Fantasy*, there are six moons as well as six seasons that should correlate to magical powers and artifacts, special cycles of benevolence and malevolence, as well as other unique patterns in the **GD's** Adventure campaign. Each moon is almost same in circumference. The moon ‘Caellion’ is the largest, then Dravaere, Grom, Kethra, Narela and finally Quissera as the smallest. But even the moon of Quissera is about 30% larger than Earth’s moon. The lands usually appear as dusk or twilight because there is a great chance that two or more moons are present in the night-sky. At the end of each season (the last 2-3 days), the six moons grow dim and dark until the next ‘new moon’ appears in the sky to usher in the next season. The mystical elements around these moons are left for the **GD** to determine, so that **Game Players** are not aware of the significances.

Line of Sight: Common game vocabulary meaning the ability for the **Game Designer** to draw a line from one target to another. This is typically used to see if it is possible one target can see another and hit it.

Living Realm: The domain in the **Game Designer's** world that is defined by anything existing on our physical plane of existence. However, it should be noted that many Otherworldly Entities cross from the **Spirit Realm** to the **Living Realm**. Using Powers or other spiritual means, Characters are also able to cross into the **Spirit Realm** as well.

Maximum Trait: This defines the highest score that the **Four Traits** can achieve until additional Rewards are spent on them to increase them higher. The **Maximum Trait** Score defines a **Current Trait's** range (from zero up to the **Maximum Trait** score). The **Maximum Trait** generally does not fall in value.

Nature Compass: One of five personality traits that generally defines a Character: Benevolent, Good, Impartial, Devious or Malevolent.

Plants: Most plants only have three **Traits: Body, Sense and Spirit**. Although extremely rare, some plants have mental abilities or even a full consciousness, and therefore have a **Mind Trait** as well.

Power: A Power is one of 8 magical Sources. **Wielders** are able to trigger specific Source Powers when they have a natural or learned ability in the Source.

Quadragon: Any gem that has been chiseled and refined down into a specific shape that is capable of absorbing spiritual energy. Once spiritual energy has been absorbed into the Quadragon (via Instilling), a person capable of using the Quadragon can release a Source Power from it (via Triggering).

Reputation: A Reputation is composed of a *Reputation Type*, a *Reputation Locale*, a *Reputation Percentage* and a *Reputation Nature*. A Character can have any number of Reputations. A Character can also attempt to create his or her reputations by making personal choices.

Rewards: Game-played awards that are given to a **Game Player's** Character for various accomplishments. A number of Rewards can increase the **Trait** values higher as well as purchase a **Trade Type** for 1000 Rewards.

Ruling Level Determination: Also called a Ruling Level Roll.

Source Power: One of 8 types of magic that can be controlled by Characters. The Sources include: **Body**, **Earth**, **Fire**, **Mind**, **Sense**, **Spirit**, **Water** and **Wind**.

Spirit Realm: The domain of Otherworldly Entities such as Guides, Spirits, Ghosts and other beings. The **Spirit Realm** and the **Living Realm** are interconnected by a universal tether, but they cannot easily be crossed without the use of spiritual energy. Otherworldly Entities are able to cause **Current Spirit** damage to the living, so they are often a great threat.

Square: One of the Combat Grids on the **Game Designer's** map. Each Square is a 10-foot volume. Characters only occupy 1 Square at a time due to their size, unless otherwise ruled by the **GD**.

Square, Adjacent: One of 8 Combat Squares around a single Character on the **Game Designer's** map—any Square that is next to the Character's current position.

Starting Turn: The first turn of a Combat Scenario. Each combative side uses the **SENSE: Combat Starting Turn Ability** to determine if they are able to act during the **Starting Turn**.

Target: A Character, creature, beast, object or point of interest chosen by a **Game Player**.

Trade Type: A Trade Type is one of the 26 base types of professional expertise available to train in via the **MIND: Trade Knowledge Ability**. Each Trade gives a specific emphasis in skills and/or bonuses that are unique to the **Game Designer's** world. Purchasing any new Trade costs 1000 Rewards.

Trait, Base: The addition of initial starting values of the **Four Traits** with other factors that modify those **Trait** values, such as the Gender and Season selections.

Trait, Core: The initial starting values of the **Four Traits** based on the Heritage Type selection.

Trait, Current: A **Current Trait** is the adjustable monitor of a Character's health in regard to **Body**, **Mind**, **Sense** and **Spirit**. When damaged, the **Current Trait** value is reduced and when healed, the **Current Trait** value is increased.

Trait, Maximum: One of the Four Traits of the Character; **Body**, **Mind**, **Sense** and **Spirit**; a **Maximum Trait** is calculated by using the **Base Trait** core values, and adding Rewards to a **Trait**. Each **Trait** can be increased +1 higher with a number of Rewards equal to the **Maximum Trait's** value +1.

Triggering: Triggering a Quadragon is the act of releasing a Source Power by spending 1 or more points of **Current Body**, **Mind**, **Sense** or **Spirit**.

Wielder: A person or Character that is able to activate a Power of a particular Source.